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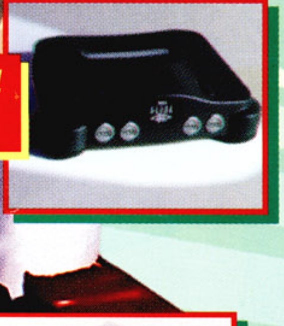

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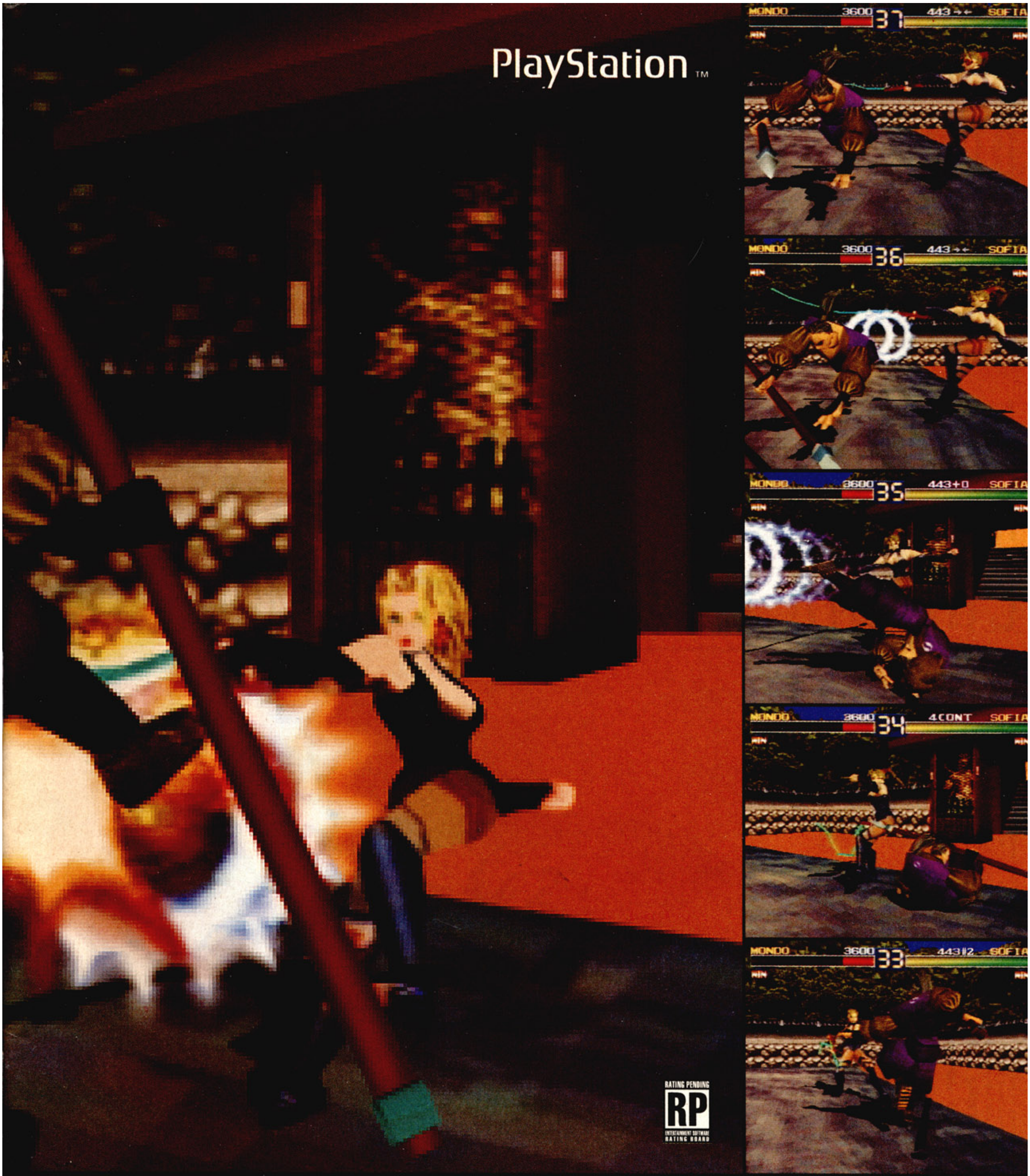
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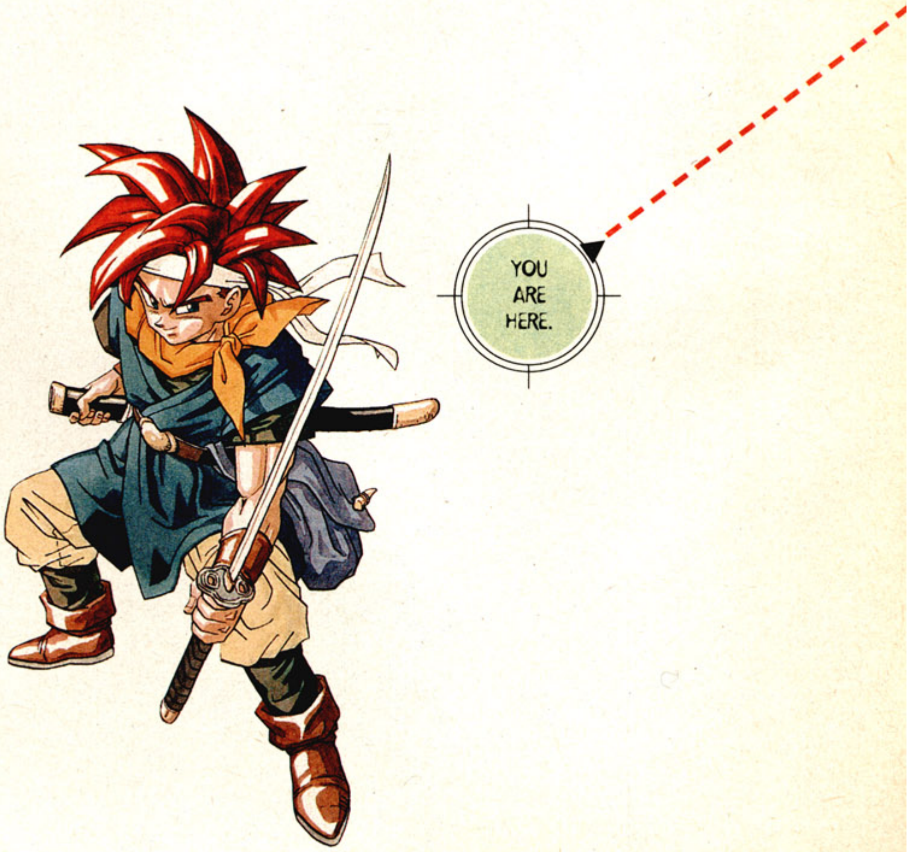

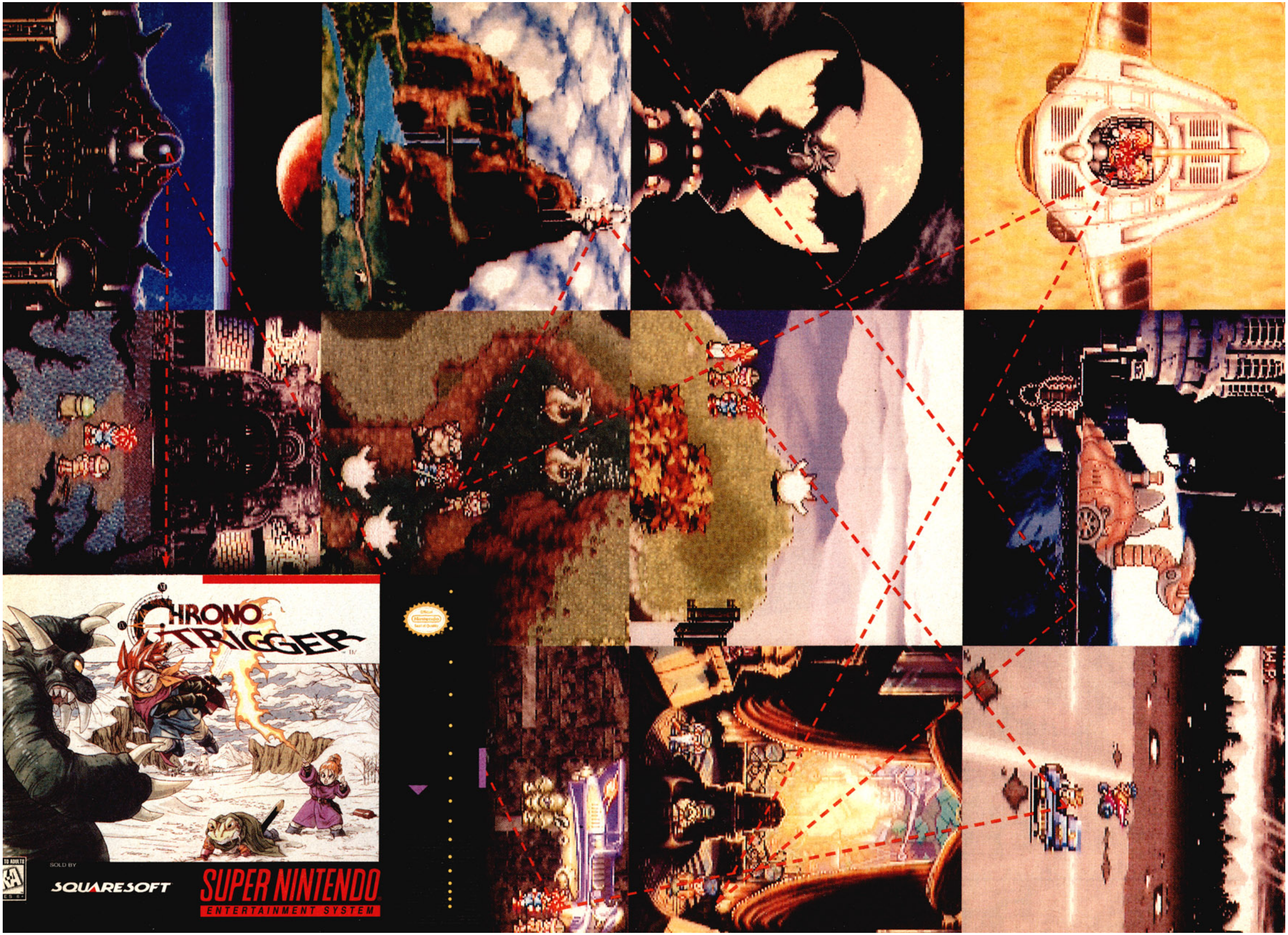
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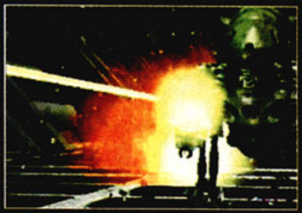

ROBOTICA: MANKIND'S LAST HOPE!

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Sheeva
Motaro

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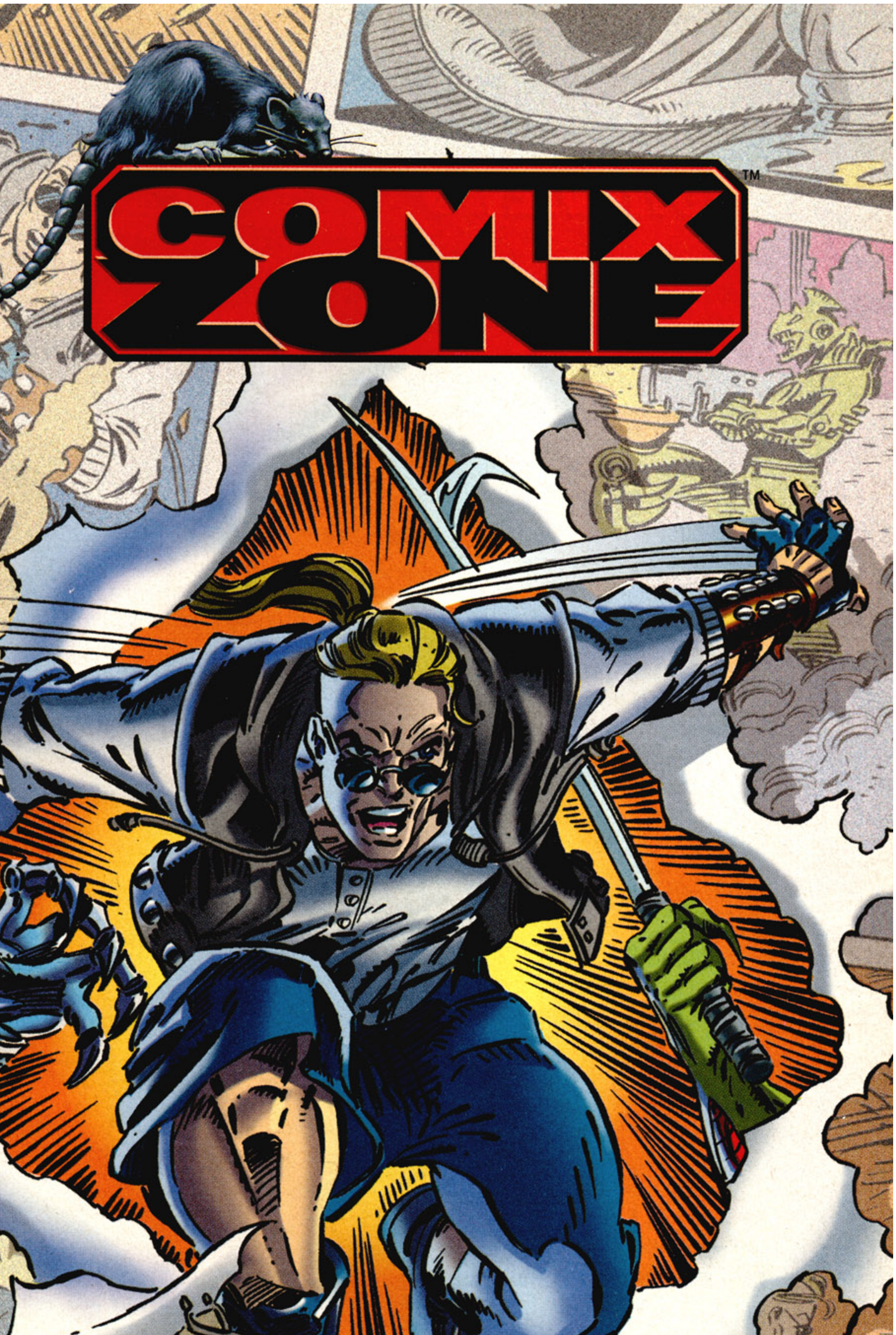

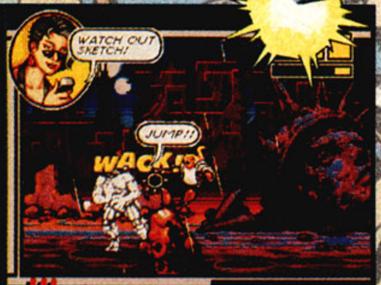
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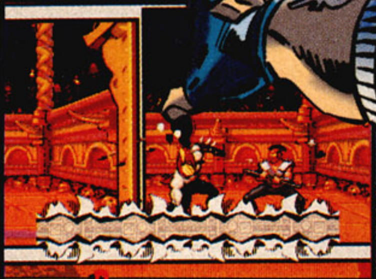

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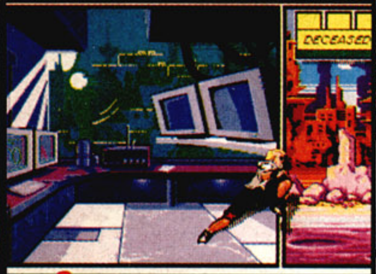

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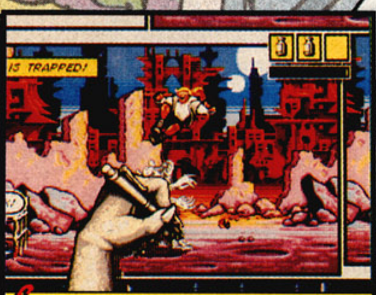

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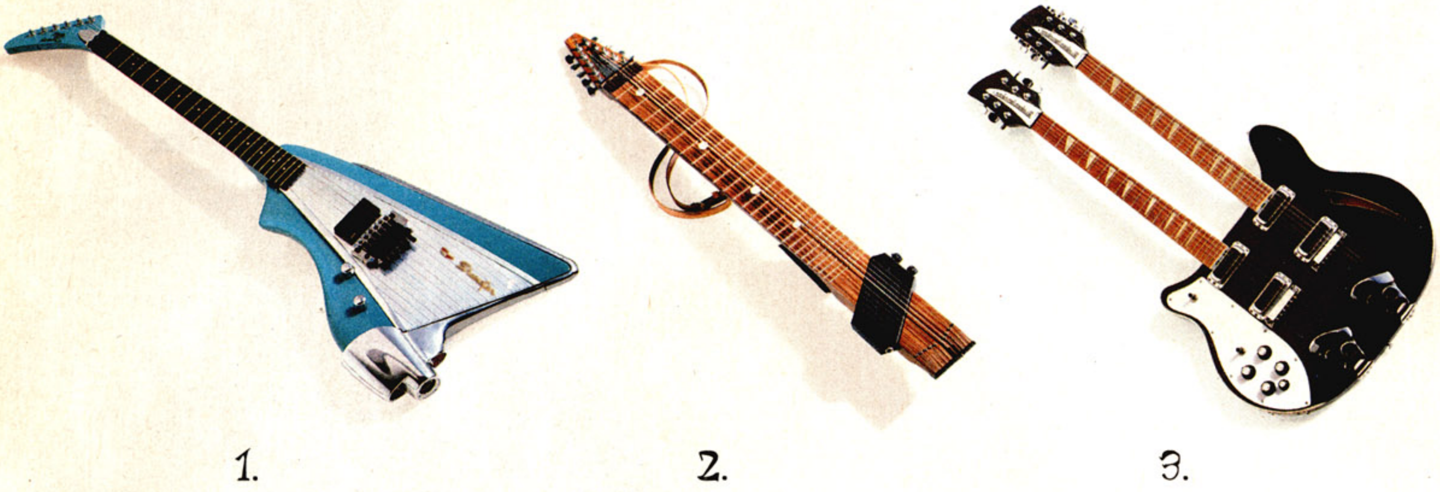
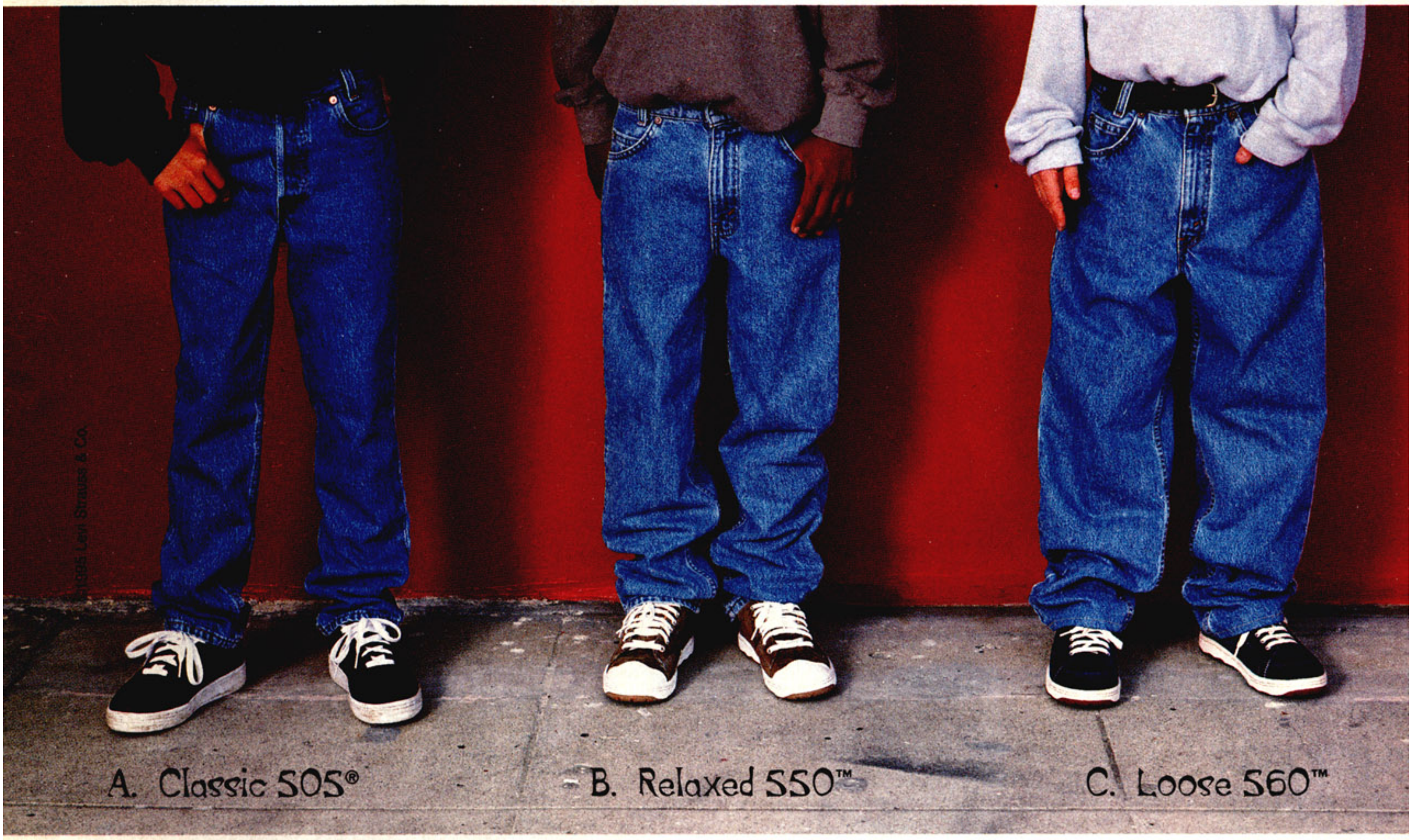


Can you match the guitar with the fit of the jeans?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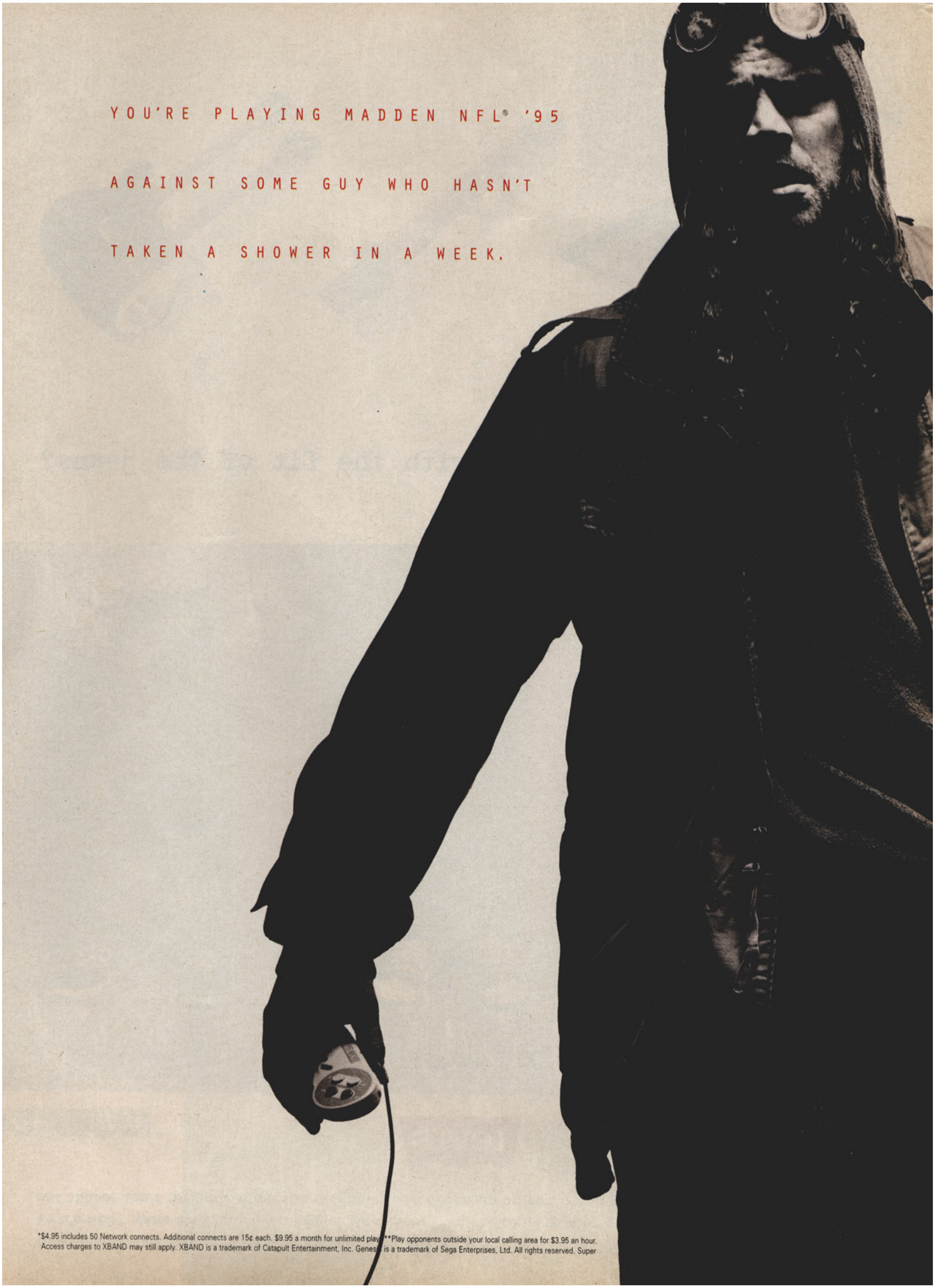
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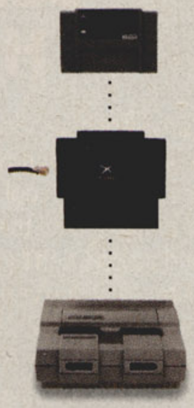
(THANK GOD HE'S SITTING 500 MILES AWAY FROM YOU.)



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Surviving the Hype Wars

Aaron Cochran sounds an alarm that all GamePros should listen to. Aaron wrote the adjacent letter to tell people to "cool their jets" on the new systems until they're actually available. Sound advice, don't you think?

After all, if you've listened to the hype over the years, you've heard about the SNES CD and Edge-16, which were announced but never came out, and all kinds of "great" games that did come out but were anything but great. Big-name companies that exhibited games as recently as Winter CES '95 are disappearing (Sunsoft), the long-awaited Ultra 64 has been delayed, and some big-name games are being bumped to next year (StarFox 2) or canceled altogether (Mega Man 7). Clearly, all advance news concerning the next games and systems must be taken with a grain of salt.

NEW!
BIGGER!
BETTER!
FASTER!

The "uproar" that Aaron hears comes in loud and clear through our monthly mail. We've been getting letters for six months from readers who brag about how awesome the Ultra 64 is, and how much better it is than any of Sega's systems. That's pretty interesting, considering the public's never even seen a working Ultra 64, much less played games on it.

Now, we're not suggesting that all the new systems won't come out as advertised. But we are suggesting that we all take a deep breath and sort out fact from fiction as we get our first looks at the hardware and software in the coming months. Reader E. Modsleix makes a good point in the letter under Aaron's – two years ago, we were all getting excited over 3DO and Jaguar, but neither of those systems has set the gaming world on fire. With the system wars about to go thermonuclear, let's all make careful evaluations based on facts, not hype. That way you won't get burned.

The GamePros
comments.gamepro@iftw.com
San Mateo, CA

THE MAIL

GamePro Readers Speak Out!

Hip or Hype?

I'm writing about all the uproar recently over new systems such as the Sony PlayStation and Nintendo Ultra 64. I hear people already saying which one is better. Personally, I think people should just cool their jets until the systems are all available and we can compare them. We need more facts, not more uninformed opinions.

Aaron Cochran
Internet

If you're looking for a good arcade gamer in Corpus Christi, Texas, try 16-year-old Julia Holly Reza.

Your May article "Once and Future Kings" said that the 16-bit systems are fading. Let's not put too much faith in the new 32-bit and 64-bit systems too soon. I don't know many people with $300–400 to spare for another game system. And look at the newer systems already available – like 3DO and Jaguar – they haven't exactly taken over the industry.

E. Modsleix
El Paso, TX

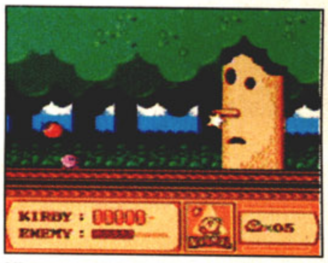
Shock to The Systems

Good grief! Why are you guys bashing the NES? Your May article "R.I.P NES" shows that you feel the NES has passed its prime, but it's still my favorite system. I can usually spot a half-dozen classified ads selling NES games and systems. Can you really consider a system dead when it has this much fan support?

Roger Morton
Duluth, MN

The Unknown Gamer replies:

Like you, we have fond memories of the NES. That May article wasn't meant to bash the NES. Rather, it sadly faced the fact that the NES is history. It has, after all, been more than a year since a major new NES game was released. And notice that the ads you see are from people selling games, not buying them.



Kirby's Adventure was one of the last great NES games.

Let's not cry over the demise of the NES. It will always be remembered for re-energizing the video game industry, and it performed admirably throughout its reign. Instead, let's enjoy the current systems and look forward to the new ones...the NES would have wanted it that way. Farewell, old friend.

Bob "Smoke" Smolka
Internet

Atari Answers

A letter submitted by Paul Schreur in your May issue asked if "Atari has a live counselor who has game tips...All the numbers listed in my Jaguar manuals have been disconnected...."

We've called all the numbers found in the Jaguar manual and have determined they are all fully operational. If a 900 number is "disconnected" it may be because your family has had 900 access removed from your service. Atari does offer live counselors [on an 800 line] to answer specific technical inquiries. However, game tips [from a live counselor]...are not available on the toll-free line.

For comprehensive strategy coverage, Atari recommends gaming magazines, the [prerecorded] 900 hint lines, and becoming active in one of the many Jaguar-specific support forums online....Jaguar support on GEnie or CompuServe, for instance, is as simple as typing "Jaguar."

Donald A. Thomas, Jr.
Director of Customer Service
Atari
Sunnyvale, CA

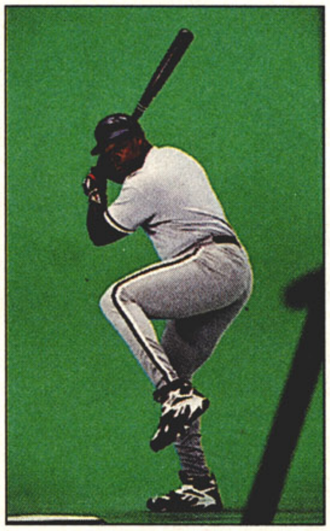
Cart Queries

I plan to buy a Saturn. Will there be lots of sports games available for it?

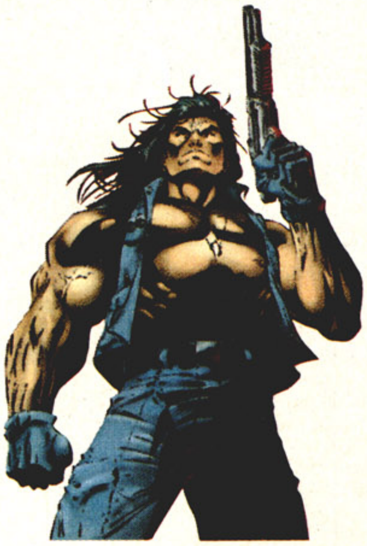
Michael Mason
Philadelphia, PA

Andromeda replies:

Get ready, sports fans. Among the Saturn titles on view at the recent E^3 show in L.A. were Acclaim's Frank Thomas "Big Hurt" Baseball and NBA Jam TE, Crystal Dynamics' Championship Sports product line, FIFA '96 and Rugby '96 from EA Sports, Major League Baseball from Konami, plus a variety of titles from Sega Sports and a new basketball game from Virgin.



Frank Thomas being filmed for "Big Hurt" Baseball.



Last September you wrote a "ProNews" story about Blackthorne and a comic-book artist, Jim Lee, who was doing art for the game's box. You mentioned a Genesis version of the game, but we've never seen it in stores. What happened to it?

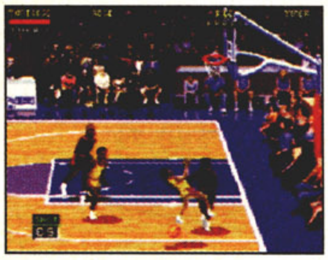
Bobby Cordell &
Michael Edmond

Undercover Lover replies:

After we ran that story, Interplay decided to release Blackthorne for the 32X instead of the Genesis. It will be the same basic game that you saw on the SNES, but it will be enhanced for Sega's more powerful system. Look for Blackthorne 32X in the fall, and PlayStation and Saturn versions later.

In NBA Jam TE for the SNES, two familiar Street Fighter characters seem to be sitting on the court behind the baskets. Near the top is a flat-topped blond man who looks suspiciously like Guile. Near the bottom is a man who looks like Akuma. What's going on?

Derek Poore
Russellville, KY



Quick-Draw McGraw replies:

We're looking, but we're not seeing 'em. It seems unlikely because Street Fighter and NBA Jam TE are made by different companies.

I'm a devoted fan of the Star Wars games. Are any more scheduled to come out?

Jeff Maynard
Saginaw, MI

Tommy Glide replies:

The next Star Wars game will probably be Super Star Wars Return of the Jedi, which T•HQ is making for the Super Game Boy. It's scheduled to come out later this year.

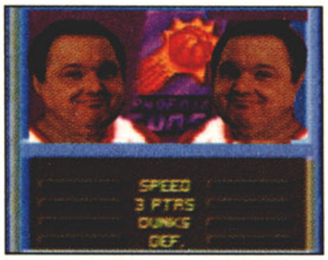
The Magazine Biz

In your April edition you had a couple of pages of a magazine called *LamePro.* Does this magazine really exist?

Chris Georgakopoulos
Toronto, Ontario, Canada

The Tummynator replies:

LamePro *is one of the most controversial things we write each year. It's written by the* GamePro *editorial staff for publication every April as an April Fool's Day joke.*



Some people love* LamePro's *jokes – such as this fake Rush Limbaugh in NBA Jam that we created in 1994 – and some people just get mad that the jokes aren't real.

Whaddaya Think?

This is your magazine, so tell us what you'd like to see in it. Send your suggestions to:

GAMEPRO Magazine
Dear Editor
P.O. Box 5828
San Mateo, CA 94402

Send us e-mail on the Internet at this address:

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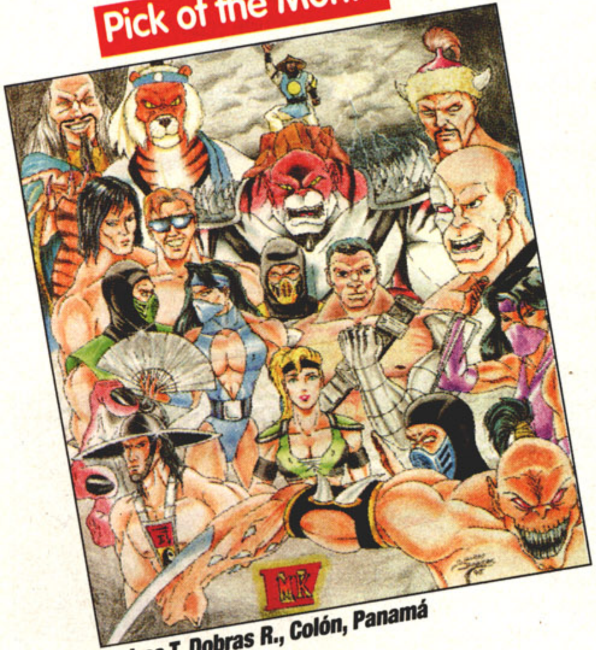
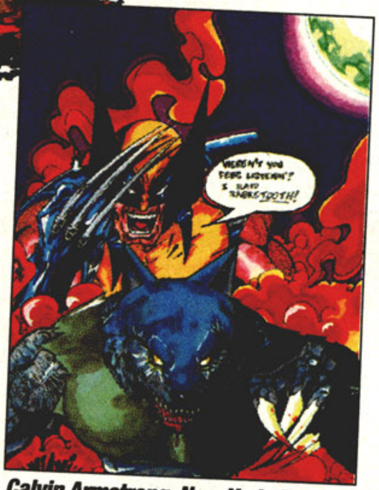
GAMEPRO GALLERY

Pick of the Month

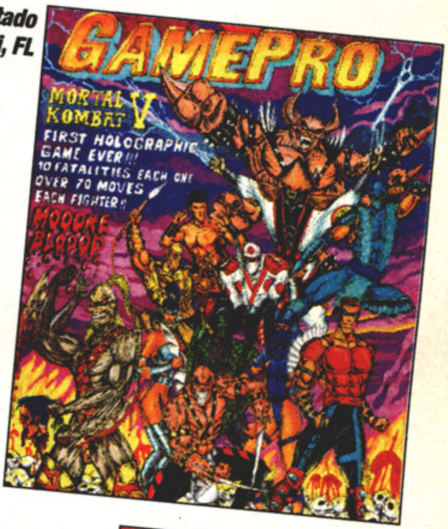


Spiros T. Dobras R., Colón, Panamá


WEREN'T YOU
LISTENIN'?
I SAID
SABRETOOTH!

Calvin Armstrong, New York, NY

Ivan Hurtado
Miami, FL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MORTAL KOMBAT V
FIRST HOLOGRAPHIC GAME EVER!!!
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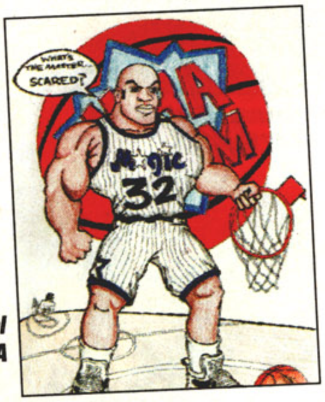
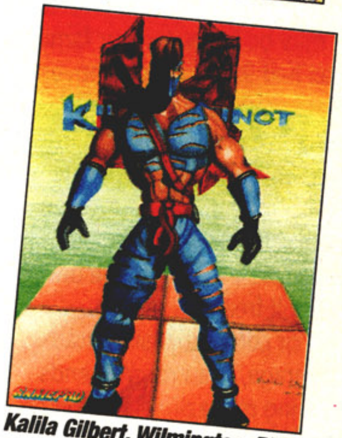
OVER 70 MOVES EACH FIGHTER!!
MOOORE BLOOOD

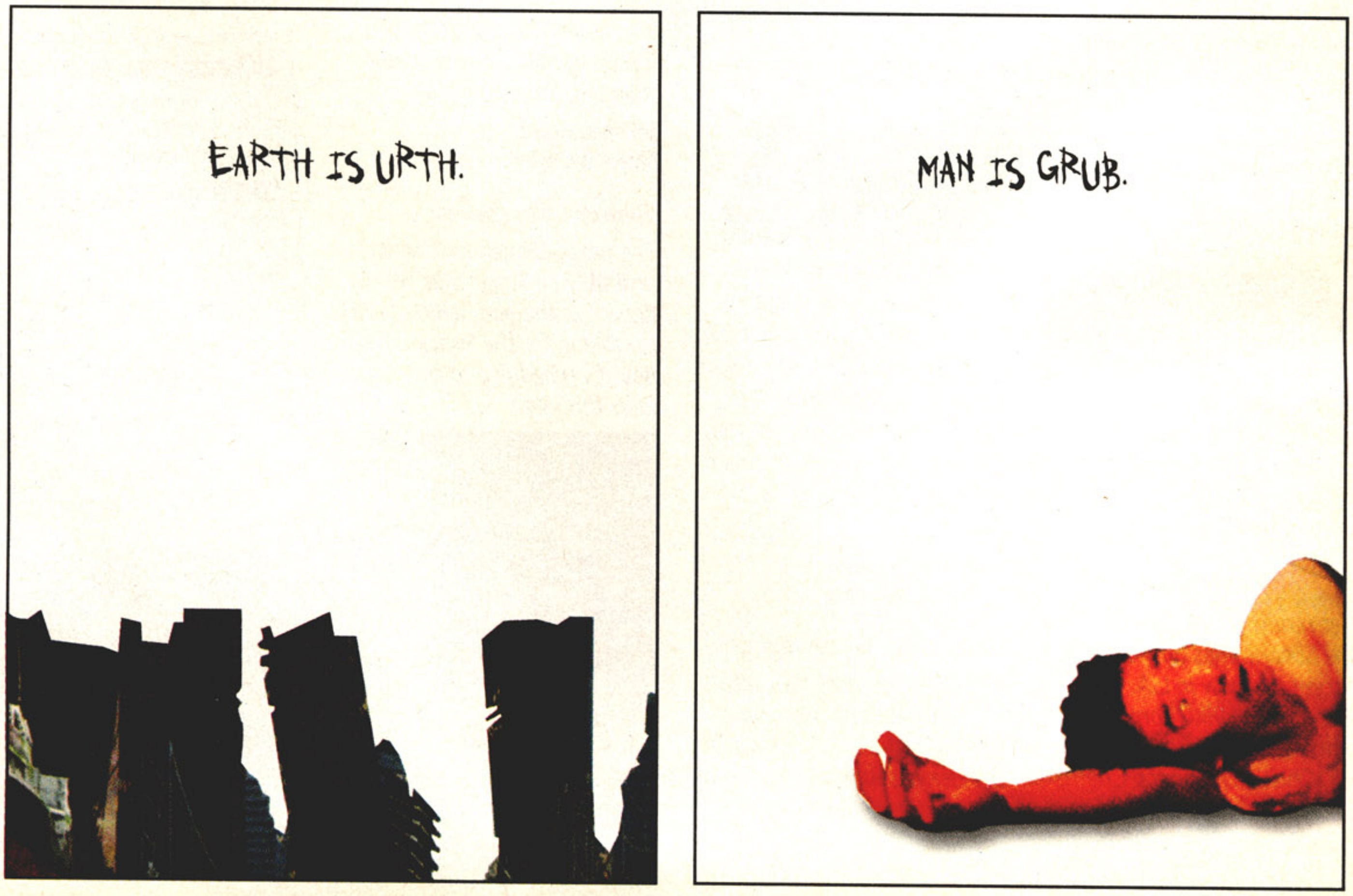

WHAT'S THE MATTER... SCARED?
MAGIC
32

Willie Real
Cotati, CA



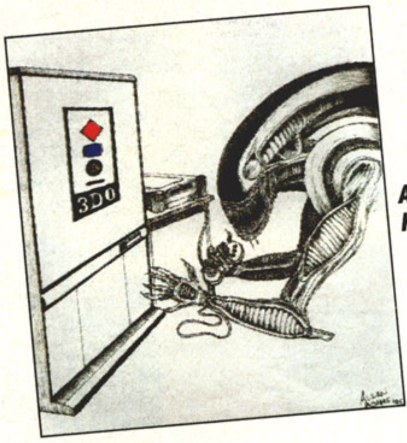
Kalila Gilbert, Wilmington, DE

Advertisement


EARTH IS URTH.
MAN IS GRUB.

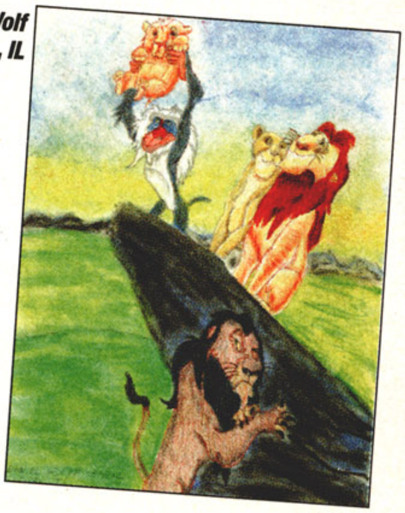
PRIZE

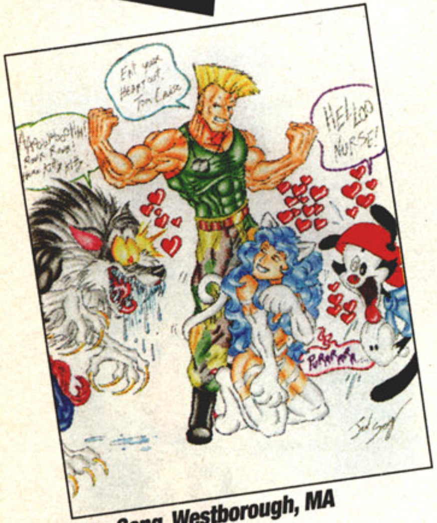
This month's winning artist will receive a **GAMEPRO** T-shirt!



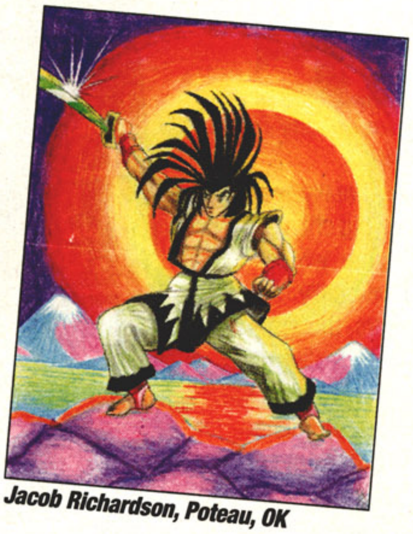
Allen Adams
Hartsville, SC

Daniel Wolf
Elburn, IL

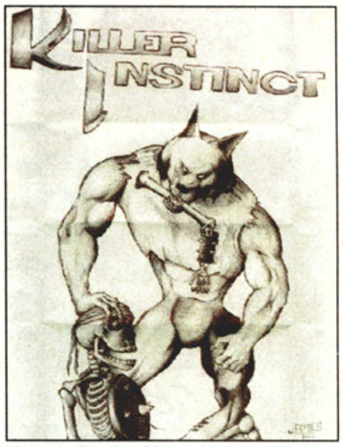



Eat your heart out, Tom Cruise
HELLOO NURSE!
PURRRRR...

Jen Seng, Westborough, MA



Jacob Richardson, Poteau, OK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James Poole, Channelview, TX

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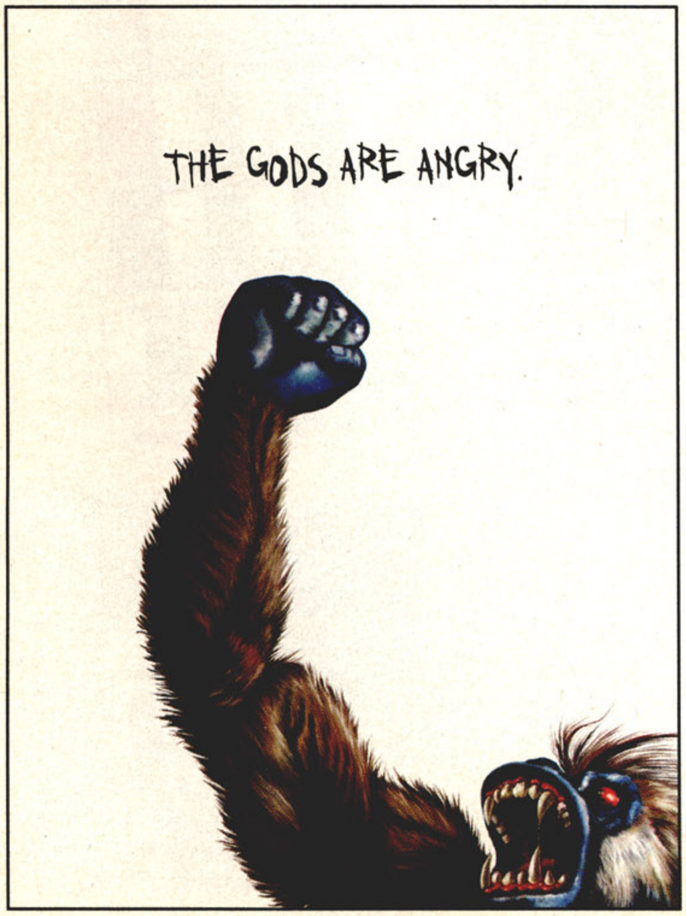
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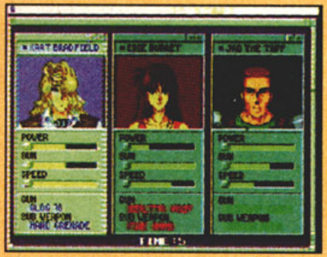
Elevator Action II

By Bruised Lee

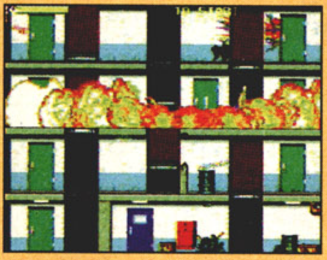
The arcade classic of the '80s opens its bullet-riddled doors on the '90s! Next stop…Elevator Action, gunning for greatness with a fresh look and enough gameplay options to keep it alive by today's tough standards.

Blast from the Past

In Elevator Action II, your combat mission is to search for data hidden behind doors while blowing away anything that moves. You choose from three characters who guide you through six grueling levels. The levels vary in size and setting, from the original building-style level to an airport infiltrated by terrorists.



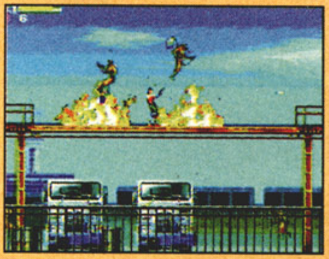
Each character has strengths and weaknesses. Choose the one that best suits your gameplaying style.



PROTIP: Save the bombs until you really need them.

The straightforward gunplay benefits from the sequel's new options, which jazz up the action. This time around you get two-player simultaneous action and the ability to use the various weapons you find hidden in the levels. In fact, the machine gun and the rocket launcher pack such a powerful punch, they're sure to be on Congress's next outlawed-weapons list. Additionally, the characters can jump to different sections in the levels.

Elevator Action's nicely detailed, well-designed levels place the graphics in the outstanding category. The levels can now scroll horizontally and vertically, which is a big change from the original game, where they only scrolled vertically. The lifelike characters, though a bit small, also move realistically. Just watching the characters draw and fire their weapons is enough to make you want in on the action.



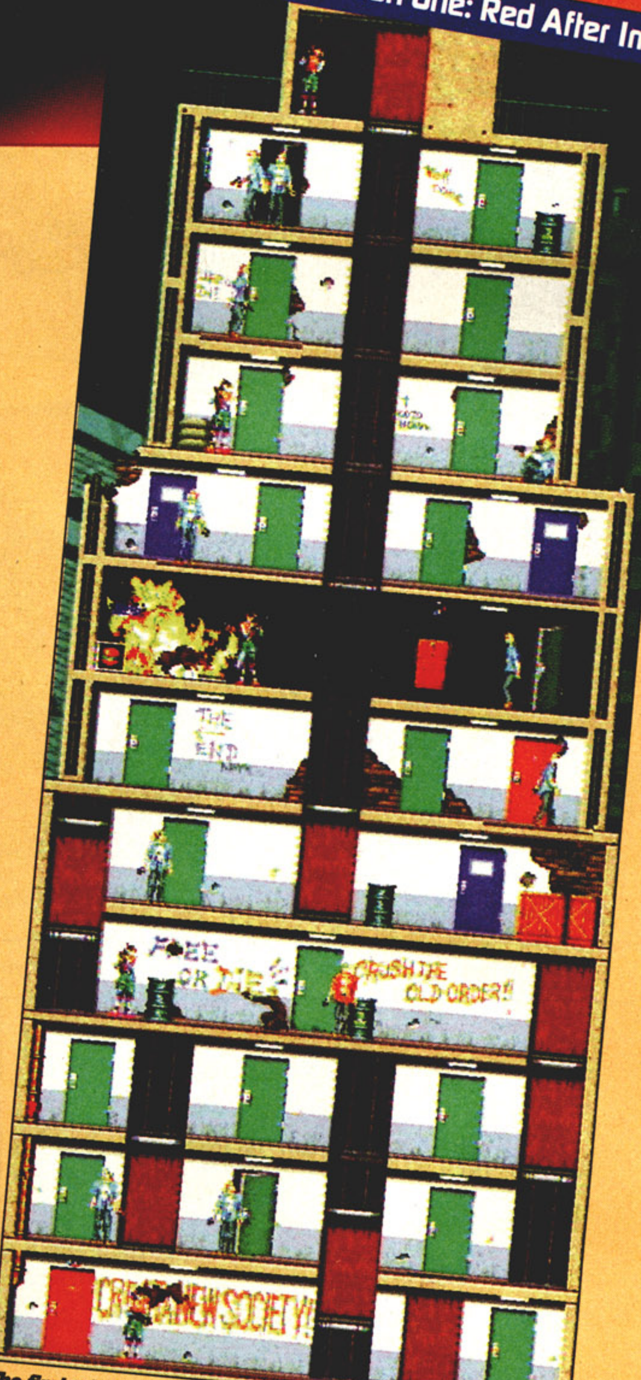
PROTIP: When enemies attack from either side, use your bombs to shield yourself from their ambush.

The authentic sounds go hand-in-hand with the graphics. From the sound of your character's footsteps to the spent shells that discharge from your gun and clatter to the ground, this game is a treat for the ears.

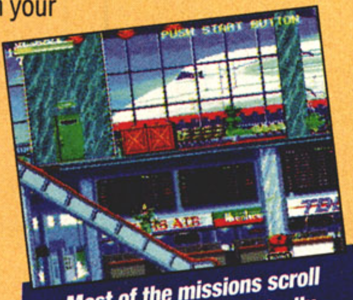
Welcome Back

Arcade vets are sure to enjoy this long-awaited sequel. EA II is an entertaining throwback to games that were simple in concept and fun to play. Going up…with Elevator Action.

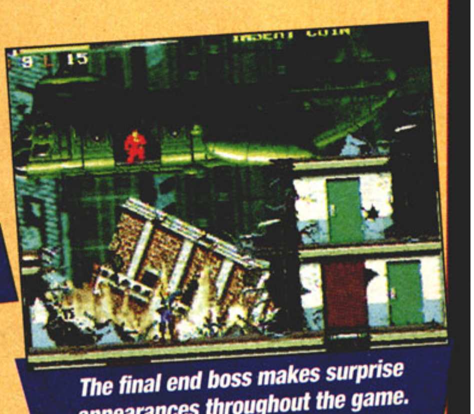
Mission One: Red After Image



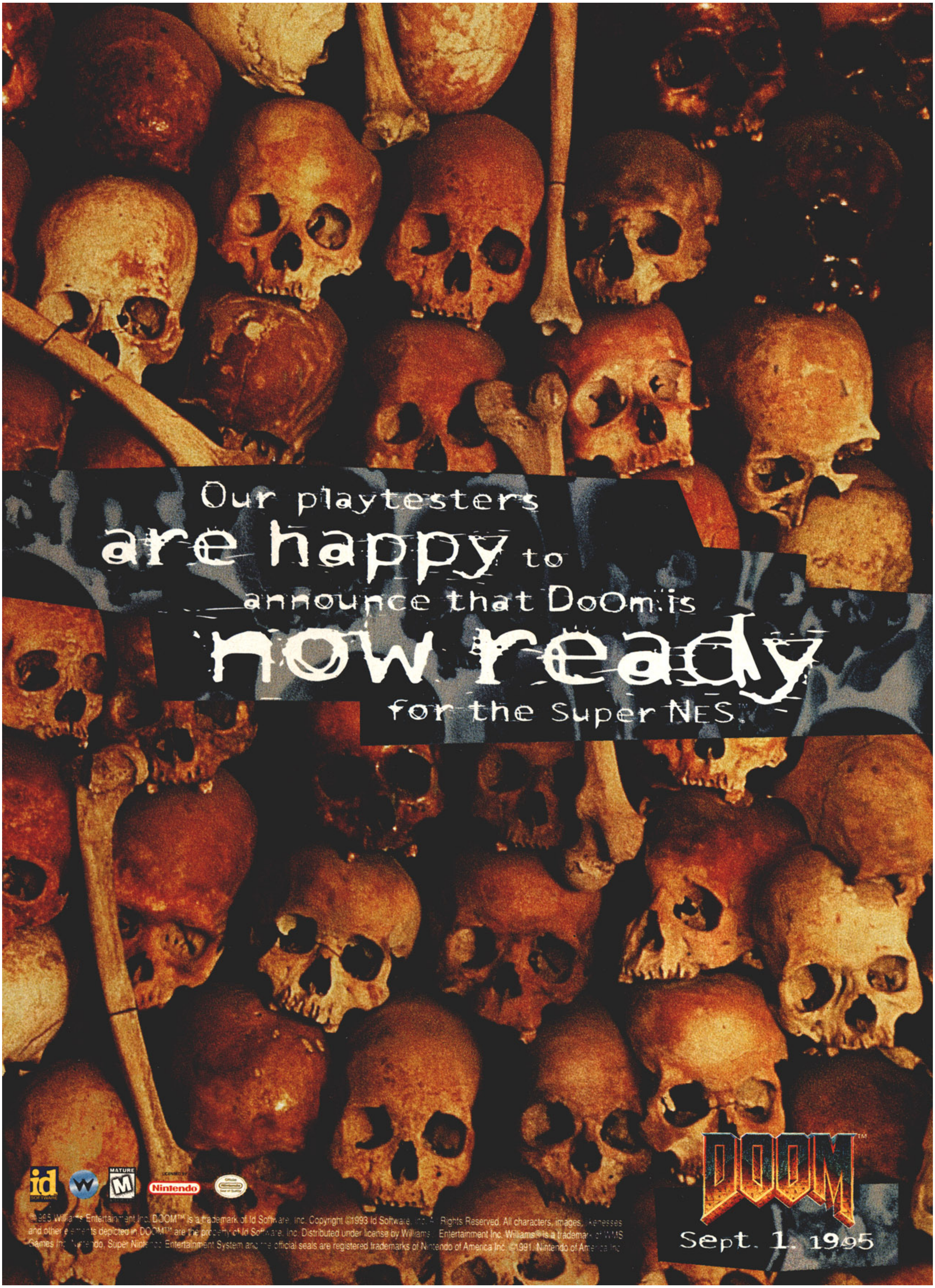
The first mission is a flashback to the original arcade game.



Most of the missions scroll horizontally and vertically.



The final end boss makes surprise appearances throughout the game.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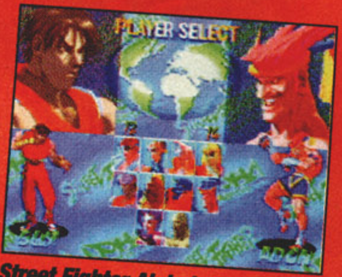
Street Fighter Alpha

By Bruised Lee

With fresh characters and features, Street Fighter Alpha is clearly a new SF game, not just another upgrade. Instead of taking a baby step forward in the SF series, Alpha takes a giant step back in time, landing in the era of younger – but just as hard-hitting – SF characters.

Back to the Future

Alpha's characters blend the old with the new. Ken, Ryu, Sagat, Birdie, Adon, and Chun Li return from the first and second installments. Newcomers Guy, Sodom (who you may remember from Final Fight), Charlie (Guile's old friend), and Rose round out the lineup. Each character has their own special and super moves, which can be linked together for some huge multi-hit combos.

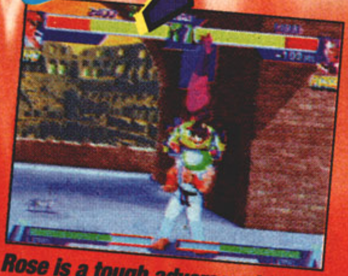


Street Fighter Alpha's ten fighters include some familiar faces.

SFA's graphics are a cross between the styles of X-Men and Darkstalkers. The well-animated fighters retain a cartoony look.

New Tactics

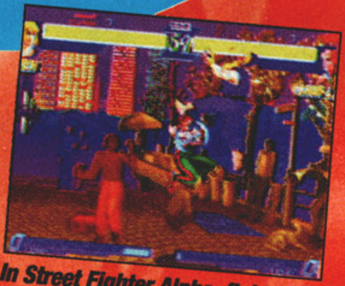
Counterattacking is the most arresting new feature. When a player blocks an incoming move, they now have a chance to counter. This tactic truly affects the gameplay because players will have to carefully choose when to execute their moves.



Rose is a tough adversary to beat when she takes to the air.

The Super bar from SSF II Turbo was also modified. The Super bar now charges each time a special move is performed, and it carries over between rounds. Divided into three sections, the Super bar can be used incrementally, allowing players to use a super move more than once. For example, if Ken has a full Super bar and his move is performed with only one button, it will use only one-third of the energy in the bar.

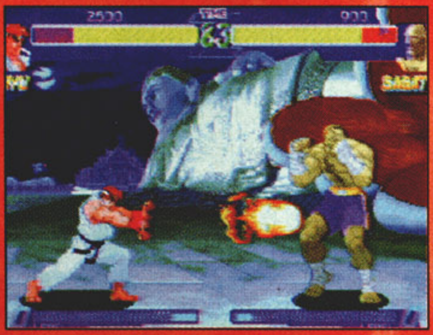
Auto Guard instructs the computer to block a certain number of times for you. The only drawback to this feature is that you can only charge your Super bar to Level One. A turbo speed setting, which makes the gameplay just a little slower than SF II Turbo, is also available.



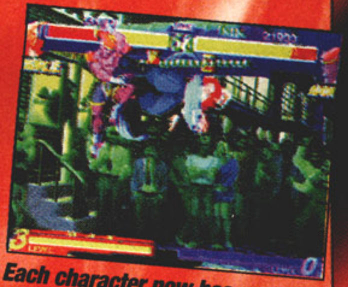
In Street Fighter Alpha, fighters can block in the air.

New and Improved

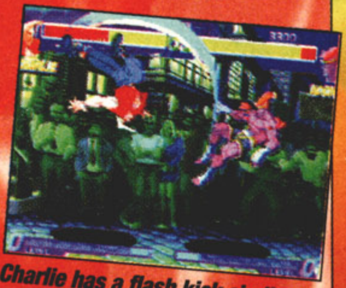
SFA has the potential to be a great game. The characters seem well balanced, and the enhanced fighting features will definitely add life to an old style of gameplay. Only time and quarters can tell if this Street Fighter will become a legend.



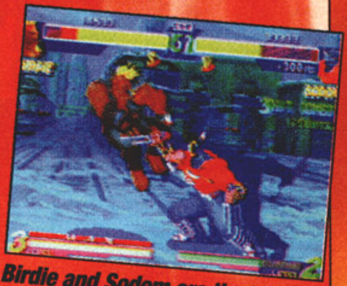
Ryu and Sagat are two archrivals ready to face off once again.



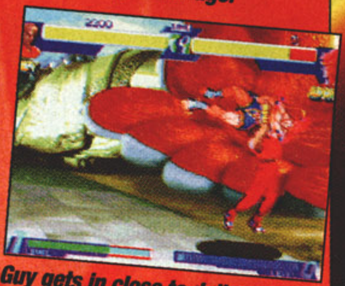
Each character now has counterattacks, which are performed after a move is blocked.



Charlie has a flash kick similar to his old friend Guile's.

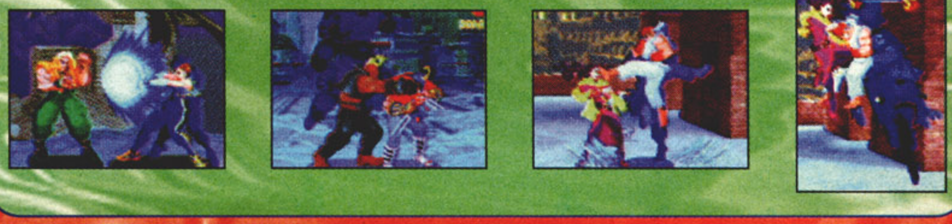


Birdie and Sodom are the two largest fighters in the game; their moves do major damage.



Guy gets in close to deliver a devastating throw to Adon.

New Super Moves



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SPECIAL SERIES

THE GAMEMAKERS:

The Producers

This ongoing look at the people who make games kicks off with the producers – the guiding force behind the game.

By The Feature Creature & The King Fisher

They're often the most famous person associated with a game. They're also the guiding force behind a game's creation. They're the producers, the generals who make hundreds of important decisions as they lead a small army of creators to a common goal. A diverse pair of producers tells you in their own words how they do what they do and what it took for them to get where they are.

WANTED: PRODUCER

Someone to lead a creative team through the development of a video game. Must be imaginative, have computer-programming skills, and be able to generate story ideas. Must have vast knowledge of video games.

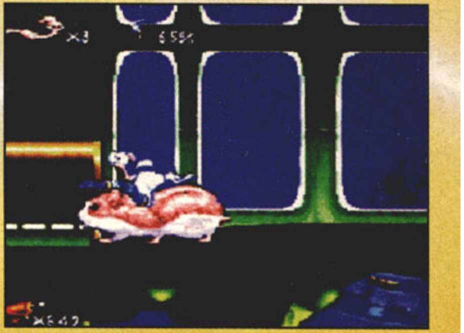
Earthworm Dave

Producer Perry's Perspective

The Job

"There are two kinds of producers. One oversees what's going on, keeps track of the game's development, and submits it for testing. The other kind of producer actually gets their hands dirty, which is what I tend to do. I used to do a lot of the programming when Shiny was smaller, but now I'm doing 90 percent administrative work and only 10 percent programming as our company's grown from 5 guys to 17. But I'm still involved in every aspect of the game. A producer doesn't always do this at other companies, but at Shiny the producer always has final say over every part of the game.

"Though a producer is supposed to begin a project with all the details thought out in advance, I've found that games created strictly from early meetings end up very bland. There just aren't that many ideas early on. What we do now at Shiny is design the games as we go, which is very risky. It means changing our minds when we think of something better, but the final result is much more off the wall than the original concept, giving us something much more surprising. That's how Earthworm Jim evolved. The lawyers in the What the Heck level were added after we'd started. So was the giant hamster, which was drawn by one of our guys at three o'clock


Jim rides the giant hamster, one of the inspirational ideas that was added after work on the first EJ had begun.

Producer's Résumé

Name	**David Perry**
Company	**Shiny Entertainment**
Current job title	**President/Producer**
Last game	**Earthworm Jim**
Upcoming game	**Earthworm Jim 2**
Previous companies	**Too many to list; include Virgin**
Previous games worked on	**•Disney's Aladdin** **•Teenage Mutant Ninja Turtles** **•Smash TV** **•Terminator** **•The Jungle Book** **•Overlord**
Education	**Methodist College, Belfast, Northern Ireland**
Age	**28**
Online address	**info@Shiny.com**

David Perry looks over Animator Michael Koelsch's shoulder at some new art for the Earthworm Jim cartoon coming to Saturday mornings on September 9.

Everybody's favorite wormboy returns in Earthworm Jim 2.

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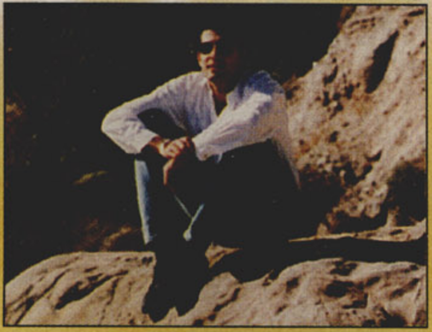
$1.29 A MINUTE

one morning, and it became one of the funniest things in the game.

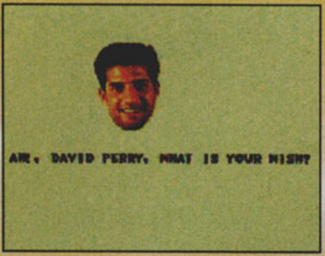
"A producer also chooses people to work on projects. I always try to find the best people in the world to work on our games, and we can get them because Shiny pays the highest salaries in the industry. It's expensive because we could get a lot of people much cheaper, but we want the best people, so we make them offers they can't refuse. We're attracting a lot of excellent people right now as the word spreads."

The Advice

"I talk to a lot of young people who want to get into this business. Some jobs are relatively easy to learn, such as becoming an artist, because there are many art colleges that teach computer graphics. And being a musician for video games is a lot easier now than in the old days when you had to learn all the idiosyncrasies of the different game systems. Now, anything you play can be put onto a CD, so it's just a matter of being a good musician.

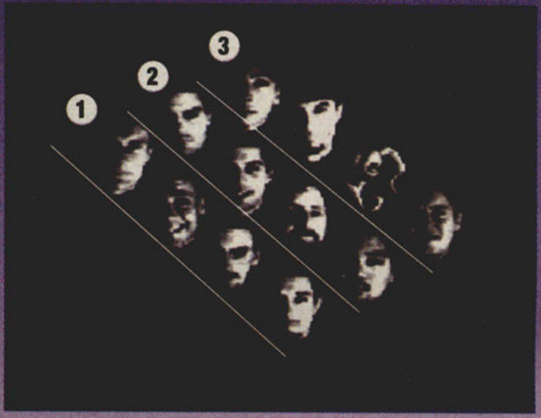

David Perry on the rocks

"Becoming a programmer is probably the toughest job of all. My start in programming began when I was a kid playing games in Europe on a system called the Sinclair computer. While everybody in America was playing on Ataris, every kid in Europe was playing on Sinclairs. Instead of an Atari-style joypad, the Sinclair machines used a keyboard, which meant we could also type things into the computer. You could both play games and program them, and that's how I learned how to program, rather than just learn how to get high scores in the games. I think this gave a lot of Europeans a head start on programming that wasn't available in America.


AH, DAVID PERRY, WHAT IS YOUR WISH?

At the Options screen of Disney's Aladdin for the Genesis, hit A, C, A, C, A, C, A, C, B, B, B, and B to see this shot of David Perry. The subsequent screen presents a cheat menu.

"Now it's important to take classes. I know of only two schools in the world that teach video game programming, Middlesex Polytechnic in England and DigiPen in Vancouver, Canada. However, if students study advanced mathematics and C-language programming, then they could be hired as an apprentice to a veteran programmer. Then you can work your way up to a job as a producer from there. That's how I started, working for only $5000 a year as an apprentice to someone who taught me how to program. But I accepted that as the cost of getting started. You have to pay your dues."



Pause the SNES version of Earthworm Jim. Simultaneously press and release Left and A, then hit B, X, A, A, B, X, A, and Start. A picture of the EJ design team appears and a debug menu follows.

The EWJ team (from the upper left)...Column 1: Steve Crow, artist; Eric Ciccone, artist; Nick Jones, programmer; Ed Schofield, animator. Column 2: Mike Dietx, animator; David Perry, producer; Andy Aster, programmer; Tom Tanaka, designer. Column 3: Mike Pilotti, artist; Doug Ten Napel, designer; EJ, star; Nick Bruty, art director.

A character from Earthworm Jim 2 riding a unicycle. Makes sense.

Gretzky's GameMaker

Producer Mitzi McGilvray

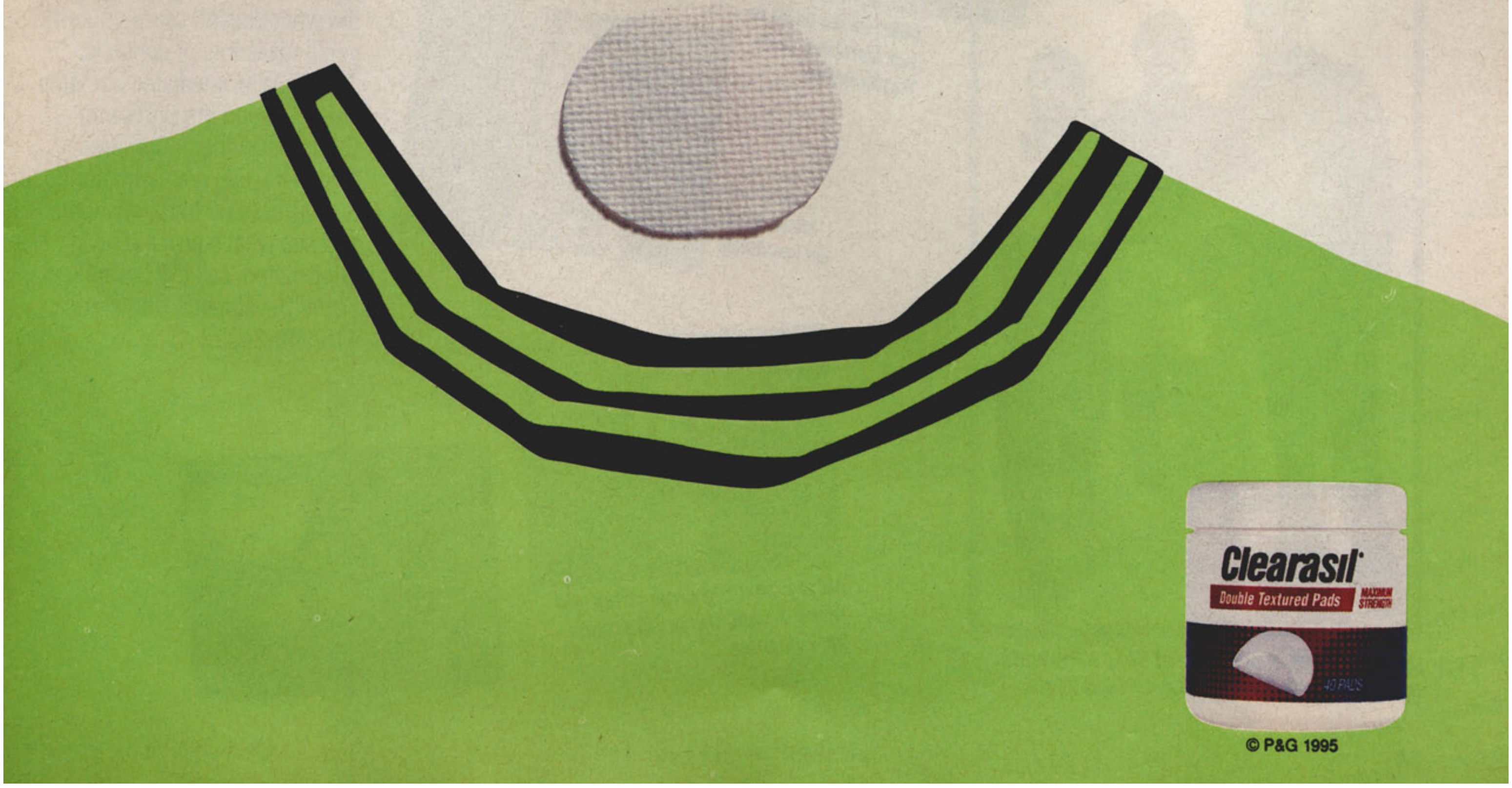
The Job

"The producer's first job is to decide on a game. Last year several of us at Time Warner thought about creating a new hockey title. We were fans of EA Sports' NHL games, but we thought we could make something better. So for a long time we just played all the available hockey games, coming up with ideas and thinking about who would work on

Producer's Résumé

Name	**Mitzi McGilvray**
Company	**Time Warner Interactive**
Current job title	**Producer**
Last game	**Wayne Gretzky and the NHLPA All-Stars**
Upcoming game	**T-Mek**
Previous companies	**Activision, Maxis, Epyx**
Previous games worked on	**•Shanghai II** **•Dragon's Revenge** **•Paperboy 2**
Education	**San Jose State University, California**
Age	**31**
Mailing Address	**Mitzi McGilvray** **Time Warner Interactive** **675 Sycamore Dr.** **Milpitas, CA 95035**

WHAT ARE
THEY
LOOKING AT?
ME OR THIS BIG FAT
ZIT? THIS BULLSEYE IN
THE MIDDLE OF MY
FOREHEAD? ISN'T THERE
SOMETHING THAT CAN BLAST
IT OUT OF MY LIFE? THAT DIGS
DOWN AND DEEP CLEANS WITH
MORE KILLER STUFF
THAN THE NUMBER ONE
PAD TO ZAP ZITS? IN
FACT, ISN'T THAT
SOMETHING THIS
WICKED LITTLE
PAD FROM
CLEARASIL®?


Clearasil®
Double Textured Pads
MAXIMUM STRENGTH
40 PADS

© P&G 1995

such a project. After looking at lots of programmers and artists, I settled on a company called Semilogic Entertainment, which I'd worked with in the past. They loved hockey and were really enthusiastic. I met with every single person individually who would be working on the game because, as producer, you really need to know everyone personally.

"We didn't have a firm plan of what this new game was going to be – originally it was an international hockey game! We had lots of design meetings, and everybody on the project contributed ideas.

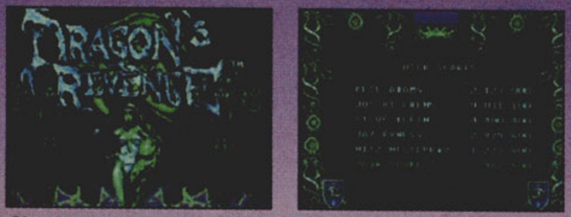
"As producer I try to make sure my team gets all the resources they need and all their questions answered, then I stay out of their way and let them work. I'm there for creative support and to make decisions about big design issues: For instance, did we want the ice to scroll the way EA Sports does it or the way Sport Accolade does it?

"Everybody on the team gives opinions, but I have final say. While the team is working, I constantly review their work to see where we're going. They're running music and art past me every step of the way for approval. Then, as the game nears completion, I start playing it almost 20 hours a day to evaluate it."

The Advice

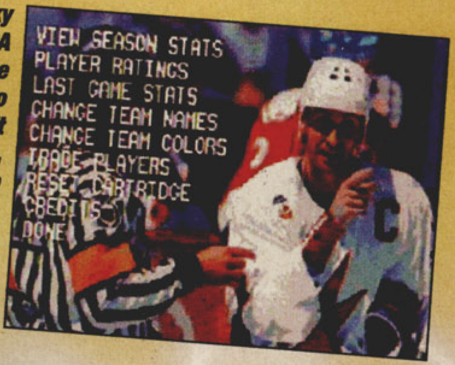
"Anyone who wants to become a producer should take lots of computer classes – you have to be technical, or you're gonna get eaten up by programmers. Also study film production because that's where this industry is going. Newcomers should head to the San Francisco Bay Area, the hub of this business. Perhaps spend a summer doing game testing or customer service at one of the big game companies just to make sure you like it. If the work doesn't scare you off, you'll make lots of contacts.

"Finally, interested students should attend the Computer Game Developer's Conference held in the Bay Area each spring. It's a great way to meet people and see what's new." [For information, call the Computer Game Developer's Conference, 415/948-2432.] G

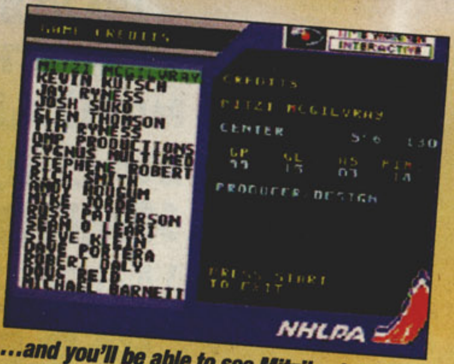


Check out who has the fifth-highest score in Dragon's Revenge for the Genesis – Mitzi! Dragon's Revenge is another game she worked on.

In Wayne Gretzky and the NHLPA All-Stars for the Genesis, go to this View/Edit Stats screen, scroll down to Credits...



VIEW SEASON STATS
PLAYER RATINGS
LAST GAME STATS
CHANGE TEAM NAMES
CHANGE TEAM COLORS
TRADE PLAYERS
RESET CARTRIDGE
CREDITS
DONE



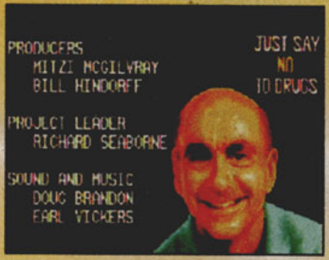
GAME CREDITS

MITZI MCGILVRAY
KEVIN KUTSCH
JAY RYNESS
JOSH SUKO
GLEN THOMSON
TIM RYNESS
OMP PRODUCTIONS
CYGNUS MULTIMED
STEPHENE ROBERT
RICH SMITH
ANDY HOUGUM
MIKE JORDE
RUSS PATTERSON
SEAN O LEARI
STEVE KLEIN
DAVE PORTERA
ROBERT DALY
DOUG REID
MICHAEL BARNETT

CREDITS
MITZI MCGILVRAY
CENTER 5'6 130
GP GL AS PIM
99 15 03 14
PRODUCER DESIGN

PRESS START
TO EXIT

...and you'll be able to see Mitzi's stats for the game.



PRODUCERS
MITZI MCGILVRAY
BILL HINDORFF

PROJECT LEADER
RICHARD SEABORNE

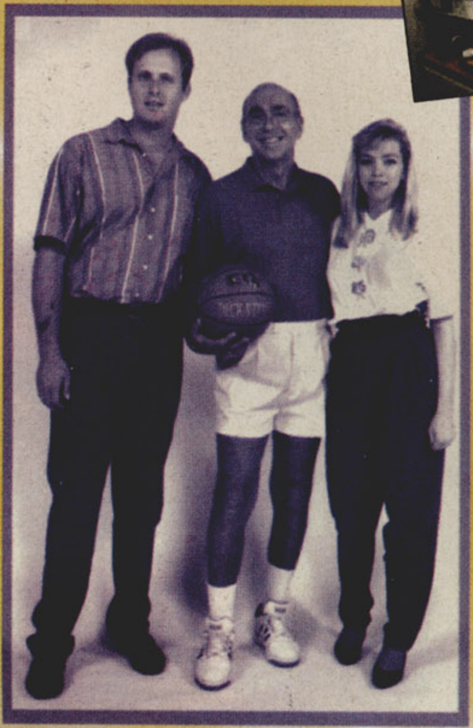
SOUND AND MUSIC
DOUG BRANDON
EARL VICKERS

JUST SAY
NO
TO DRUGS

Mitzi was the co-producer of Time Warner's Dick Vitale's Awesome Baby! College Hoops for the Genesis.

Mitzi kicks back in her Northern California office...

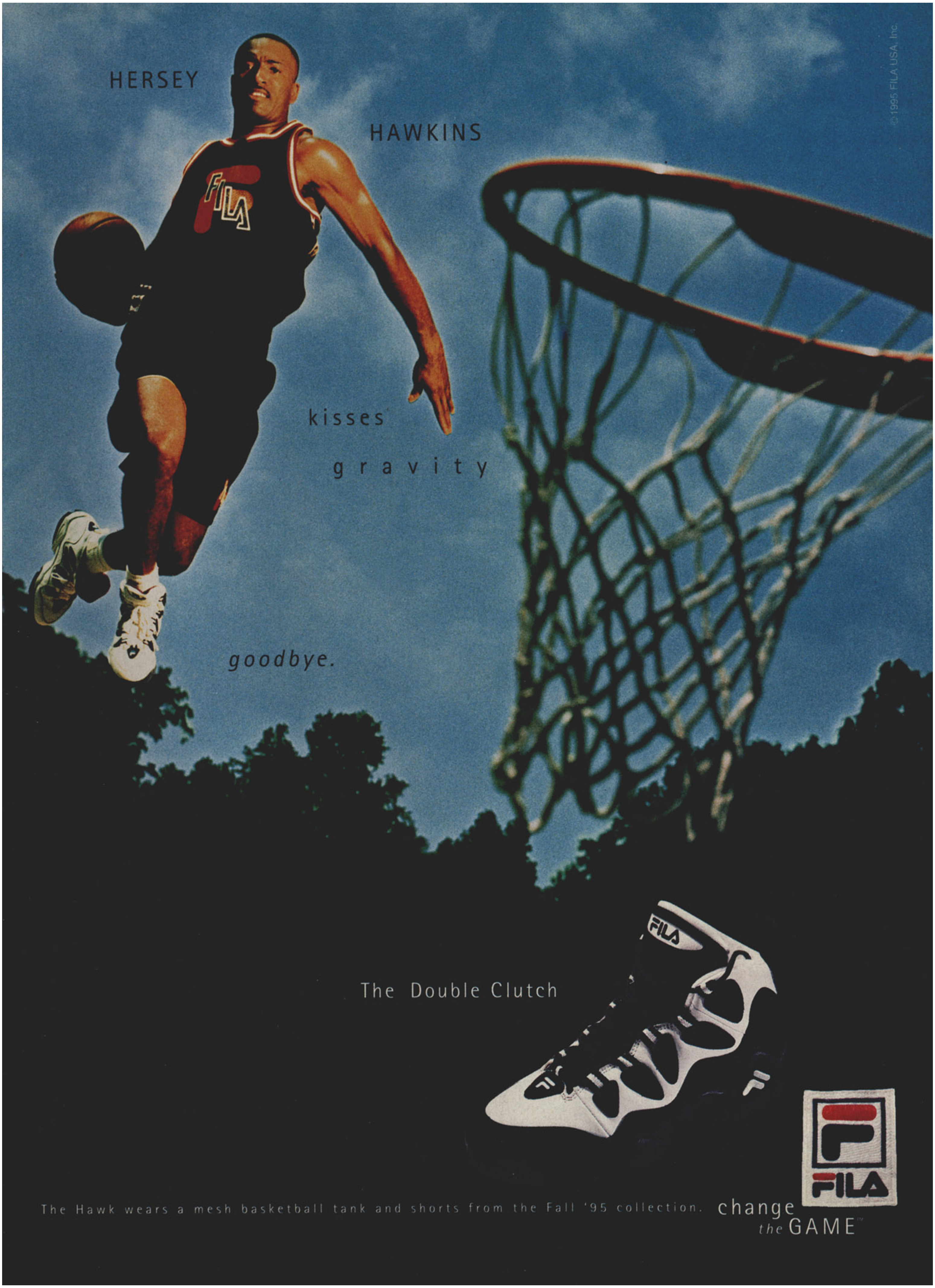
...and she kicks back on vacation.



John Smedley, a producer at Sony Imagesoft, and Mitzi flank basketball guru Dick Vitale.

MISSILE VIEW

Mitzi's next big project: bringin' home T-Mek, the great arcade tank shooter.


HERSEY
HAWKINS
kisses
gravity
goodbye.
The Double Clutch
The Hawk wears a mesh basketball tank and shorts from the Fall '95 collection.
change the GAME
FILA

©1995 FILA USA, Inc.

SPECIAL FEATURE

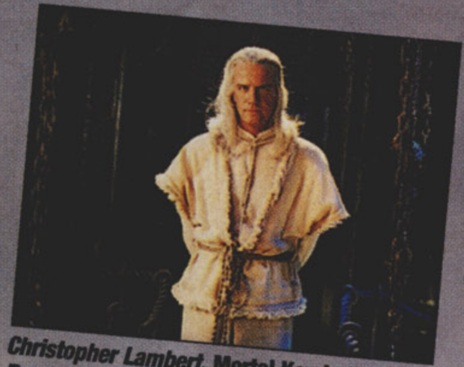
MORTAL KOMBAT Movie Koming

Christopher Lambert stars as Rayden in the movie *Mortal Kombat*. He talked exclusively with *GamePro* about the film and video games.

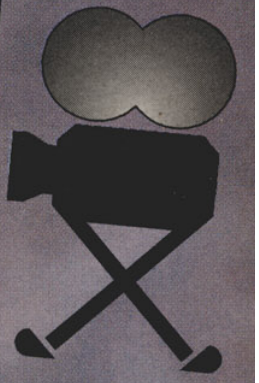
By Manny LaMancha

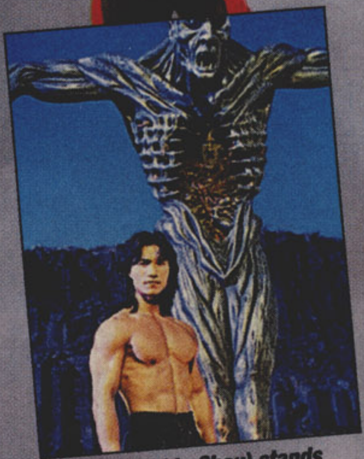
In the January issue, *GamePro* went behind the scenes for details on the eagerly awaited *Mortal Kombat* movie. The latest update is that the ending was recently re-shot so that it would include some key elements found in the MK 3 arcade game. See it all for yourself beginning on August 18 when New Line Productions releases the finished product in 2000 theaters across the U.S.

While the film was still in production, *GamePro* caught up with Christopher Lambert, the actor playing Rayden. We asked the star of such films as *Tarzan: The Legend of Greystoke* and *The Highlander* about his role.



Christopher Lambert, Mortal Kombat's Lord Rayden, the Thunder God





Liu Kang (Robin Shou) stands next to an eerie statue outside the gates.

GamePro: How much did you know about the game Mortal Kombat before taking on the movie role?

Christopher Lambert: *I'm a video game freak, so I knew quite a lot. What I wanted to know mostly was how the game was going to go to the big screen in live action.*

I would say that Mortal Kombat *has one advantage over movies like* Street Fighter *or* Super Mario Bros. *because you already have a solid, well-developed story within the video game. That's not the case with* Super Mario *– two plumbers trying to save the day. You don't go that far with a story like that.*

GP: What kind of games do you like to play?

CL: *I've played everything from Pac-Man to Mortal Kombat. I remember playing Pac-Man when it first came out. I was spending hours at the arcade wherever I was in the world.*

GP: Do you have martial arts training?

CL: *I don't need it to play Lord Rayden. He's guiding the three "heroes" [Liu Kang, Johnny Cage, and Sonya Blade] toward Outworld, and he's there to make sure that no one is cheating. As he says, "If you're not playing by the rules, you're dead because Shang Tsung will rip you up."*

What's interesting about the character is that he's a good guy, and he's also very witty – he likes to play with these three human beings. He's part of their team, but he doesn't really fight. I mean, he fights from time to time...when it's

Rayden (Lambert) doesn't appear to be a god at first glance, but he soon demonstrates his incredible superhuman powers.

A technician helps control Goro's extensive animatronics.

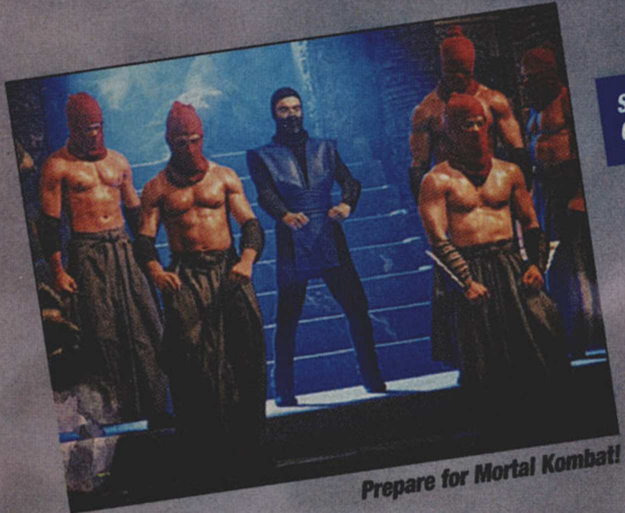
Getting into the action on the set with Sonya Blade (Bridgette Wilson), who recently starred in Billy Madison.

Shang Tsung (Cary-Hiroyuki Tagawa) sidesteps a future victim.

Johnny Cage (Linden Ashby) springs into action.

Sonya Kombos Kano!

Sonya Blade (Bridgette Wilson) faces off against the knife-wielding Kano (Trevor Goddard), spins a kick to his good eye, and blasts him with a backfist.



Prepare for Mortal Kombat!

Shang Tsung, the aged sorcerer played by Cary-Hiroyuki Tagawa, strikes a fighting pose.

really necessary, like when they're being attacked by 30 Barakas. Rayden says, "Uh-uh, I don't think so." The Barakas look up and see electricity. They just part when I walk through them.

GP: Do you think gamers will be troubled when they see different characters in the movie?

CL: *The movie's bigger than the game because of the scale of the sets, the fact that it's live action, and what you can do with the camera. Characterwise, Paul Anderson [the director] didn't change anything.*

We brought in some kids [for feedback on the movie], and they had no problems except for little bits and pieces here and there, like one kid saying, "Scorpion doesn't have a red eye, so that guy's not Scorpion." Kids know everything!

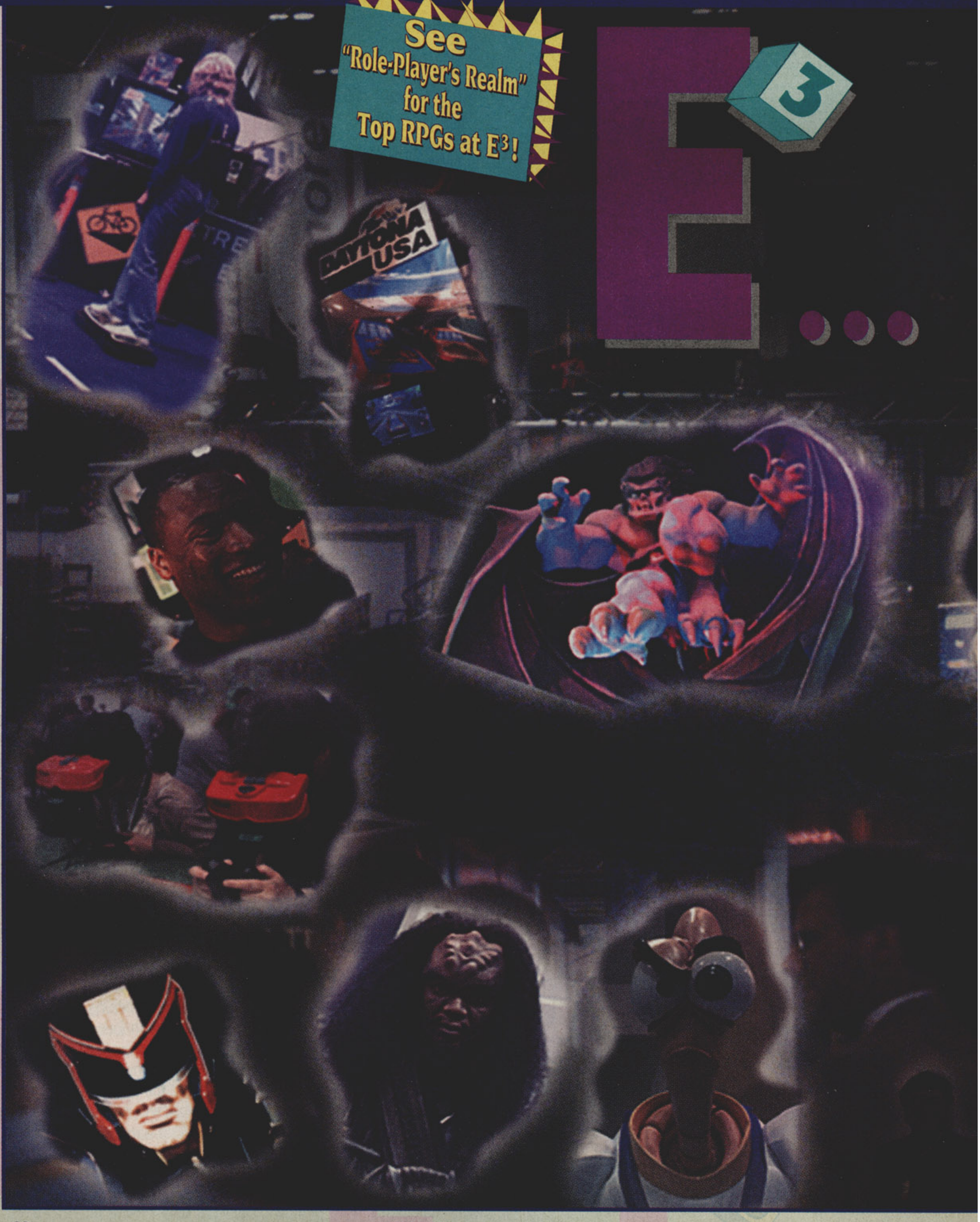
The movie's expanding on what's in the game, storywise. The combat styles and everything else are very faithful to the game. Goro, for example, has four arms – he's completely animatronic. All the characters are very faithful to the game.

Director Paul Anderson watches as Johnny Cage (Linden Ashby) prepares to boot this hood out of his 'hood.

Movie images R. E. Aaron/New Line
© 1994 New Line Productions

MK on the Net!

Check out behind-the-scenes film footage, photos, interviews, special promos, and more movie info at the MK Web site: **http://www.mortalkombat.com/kombatbegins**


DAYTONA USA

E^3...

See "Role-Player's Realm" for the Top RPGs at E^3!

and Counting

The first annual Electronic Entertainment Expo revealed what's in store – and what will be in stores – for your favorite video game systems.

SEGA SATURN

"The Sports Page" Has All the Hot E³ Sports Games!
SPORTS

The Electronic Entertainment Expo (E^3) set the course for electronic gaming through 1995 and into '96. Three hundred fifty game companies showcased 1300 games for video game systems and personal computers. More than 40,000 people were in attendance, making E^3 the largest show ever held in the Los Angeles Convention Center. More media representatives showed up for E^3 than for the Super Bowl.

The big news at the show included the Sega Saturn debut, the Sony PlayStation release date, and a no-show by the Ultra 64. Nintendo, however, came in strong for the Super NES, which is good news for all of us.

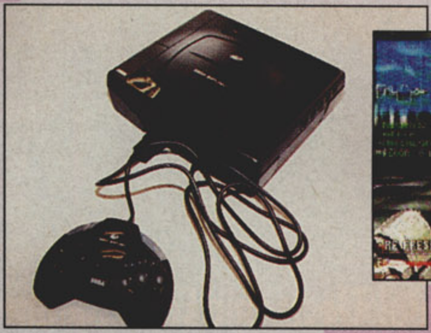
Since the show was closed to the public, here's your insider's look at what was hot at E^3...and what gamers everywhere can expect through the end of the year.

A Saturn Surprise!

Sega tried to launch a major surprise attack by releasing the Saturn across the country on the opening day of E^3. Of course, reports of the debut were already pouring in the previous day as Toys 'R' Us, Electronics Boutique, Babbage's, and Software Etc. stores began publicizing the Saturn's arrival. And while Sega was careful to reassure Genesis players that it would continue to create Genesis games, it clearly identified the Saturn as Sega's machine of choice and an older gang of gameplayers, 18 and above, as its Saturn customers.

Not surprisingly, the Saturn price tag is $399 with one controller and Virtua Fighter as the pack-in game. Ten Saturn CDs were to be available at the launch with 80 more due at Christmas. Saturn software was out in force at the show. (See the Saturn ProReviews and the Special Preview Section this issue.)

The initial shipment of 30,000 Saturns is likely long gone by now, but Sega expects 600,000 Saturns will be sold by the end of the '95 Christmas season. Sega hopes Santa's got Saturns.


Saturn's here!

Robotika!

MIGHTY DUCKS 0 1
CANADIENS 1 1
9:29
NHL Hockey '96!

Virtua Cop!

Virtua Fighter!

Ultra 64 Due

Nintendo put a positive spin on its announcement a few days prior to E^3 that the Nintendo Ultra 64 (NU 64) would not go on sale this fall, but instead would be available in April 1996. According to Nintendo, the hardware is ready and Silicon Graphics confirmed that the chip set is complete. The delay is to give Nintendo's Dream Team of NU 64 developers plenty of time to build killer software. There wasn't anything new from the Dream Teamers, but LucasArts signed on with a new Star Wars series in the works for the NU 64.

Even as Sega and Sony prepped for their upcoming head-to-head, Nintendo kept the pressure on by answering the Ultra's 64-dollar question with the promised price tag…$249!

The Ultra 64 is ready and waiting…until April '96.

Killer Instinct by Nintendo

Robotech by GameTek

NINTENDO
ULTRA
64™

Top Gun by Spectrum HoloByte

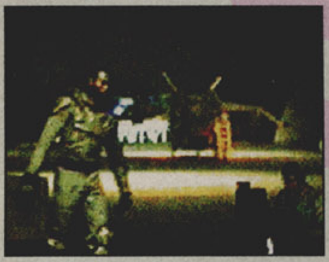
Cruisin' USA by Nintendo

PlayStation Powers Up

The Saturn may be the first new 32-bit system out of the gate, but the PlayStation won't be far behind. At E^3, Sony Computer Entertainment (SCE) announced that the PlayStation would go on sale on September 9 for $299. Sony promised 20 games at launch with 50 more due by Christmas. No pack-in game was announced (rumors put Ridge Racer on the inside track), but the insider's line was that there would be none at the system's launch. SCE America also announced 67 new licensees (bringing its total up to 160 game developers). No surprise that PlayStation games in development were everywhere on the E^3 show floor, and SCE had 50 demo stations in its booth.

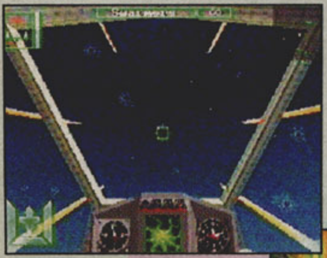
The PlayStation's coming in September!

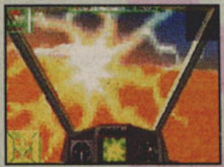
Warhawk

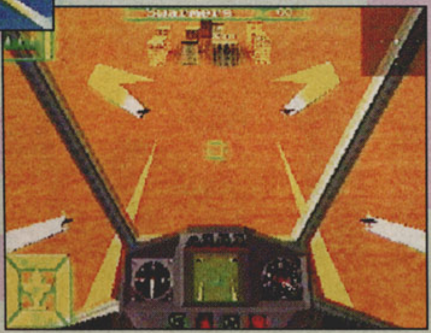


Warhawk had E^3 combat pilots buzzing about its wild ride. The arcade-style air-to-air and air-to-ground fighting will take place in a 360-degree environment; that is, you'll be able to fly anywhere, any time. The Warhawk is a high-tech chopper and fighter hybrid that you'll fly via multiple camera views. You'll need them because the enemy has anti-aircraft weapons everywhere.

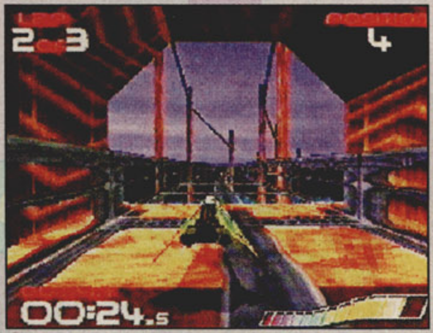
By Sony Imagesoft
Available Winter '95





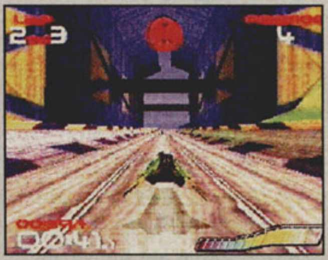


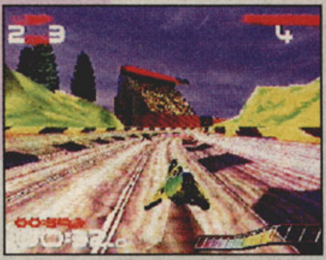
WipeOut



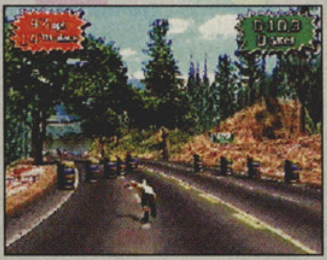
WipeOut wowed 'em at E^3. In this slick futuristic racing game, you'll pilot sleek antigravity vehicles that will whip around ten wild tracks. WipeOut's game designers love Ridge Racer, so they tried to do their favorite auto racer one better. The animation here will pop at 30 frames per second. That's plenty fast, and the driving perspective in the E^3 demo was so awesome, it was almost startling.

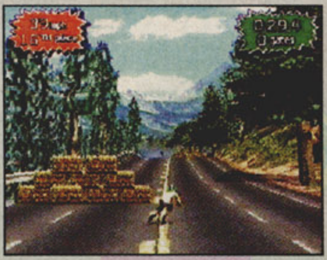
By Psygnosis
Available September

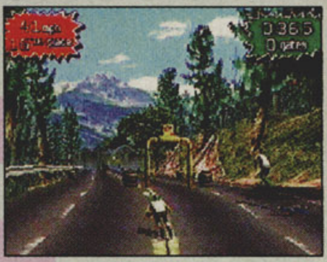


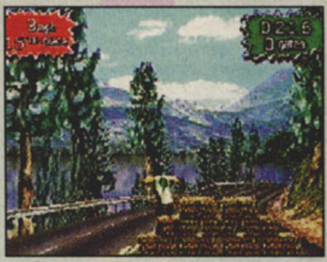


ESPN Extreme Games







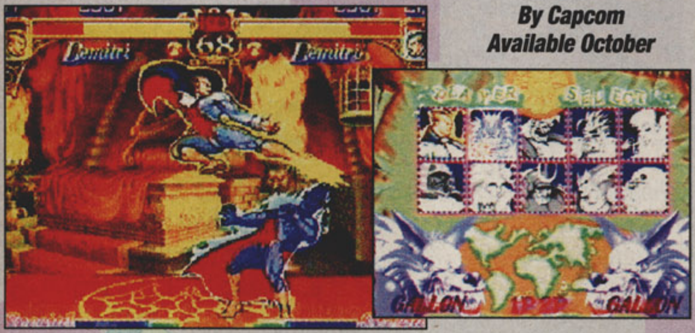


ESPN Extreme will present a unique racing challenge. Players will compete using in-line skates, mountain bikes, skateboards, and street luge on six treacherous courses. Two players can race head-to-head via a split-screen mode. In fact, a third-party company at the show had the PlayStation hooked to skateboard controllers so you could "ride" through the game.

By Sony Imagesoft
Available Winter '95

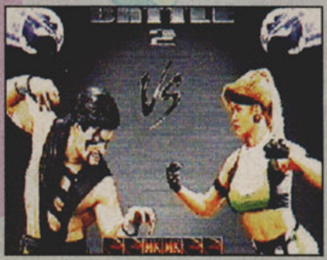
Night Warriors: Darkstalkers' Revenge

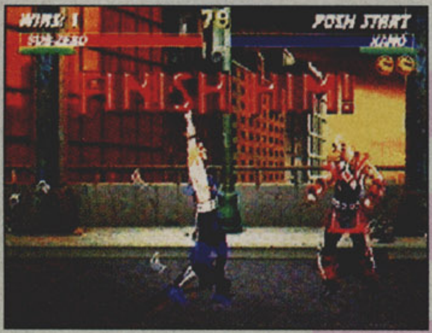
This frightening fighter will be a direct port of the arcade game, which was the sequel to Capcom's Darkstalkers. One or two players will go head-to-head as any of ten monster warriors or four playable boss creatures. All the super special moves, the Auto Guard feature, and the Chain Combos are intact from the arcade version.



By Capcom
Available October

Mortal Kombat 3





MK 3 looked awesome and played pretty well for a game in development. It will be an exact port of the arcade version right down to the Kombat Kodes encryption system that unlocks secret powers for Mortal Kombatants. You'll get the seven new fighters and the seven returning martial artists. Thanks to the PlayStation's button-rich controller, you'll even get a dedicated Run button.

By Sony Computer Entertainment
Available First Quarter '96

Tekken

Okay, so you've seen this polygon fighting game in *GamePro* before. Expect to see it again! The American PlayStation version will be the same as the Japanese PlayStation version, which has ten more fighters (for 18 total) and is quicker than the arcade version. Tekken is also the first home game powered by Namco's System 11 PlayStation arcade hardware.

By Namco
Available October

More PlayStation Showstoppers

Alien Trilogy (Acclaim) Action/adventure based on the three movies

Destruction Derby (Psygnosis) Nasty NASCAR crash-n-bash driving

Fade 2 Black (Electronic Arts) At last, the Flashback sequel!

FIFA Soccer '96 (EA Sports) Great camera views and slick soccer

Jumping Flash (SCE) Hop into a mechwarrior rabbit.

Krazy Ivan (Psygnosis) Pilot a Russian mech against the aliens.

MLBPA Baseball (Konami) Japan's Powerful Pro Baseball with real players

NBA Jam Tournament Edition (Acclaim) Looks and plays like the arcade.

Off-World Interceptor (Crystal Dynamics) Outer-space bounty hunters on wheels

Power Sport Soccer (Psygnosis) Rendered 3D graphics put kick into soccer.

Primal Rage (Time Warner Interactive) The classic prehistoric beast fighter

Razorwing (n-Space) Futuristic vehicle combat in a 360-degree environment

Ripper (Take 2 Interactive) Jack's back, but he's after your mind this time.

Steel Harbinger (Mindscape) Battle plantlike pod beings.

Street Fighter: The Movie (Capcom) Jean-Claude's arcade fighter

Syndicate Wars (Electronic Arts) Based on the PC combat strategy cyberpunk game

Team 47-Goman (47-Tek) This mechwarrior fighter means business.

Twisted Metal (Sony Imagesoft) Combat in vehicles from ice cream trucks to cabs

Viewpoint (Electronic Arts) Classic arcade shooter gets new life

War Hammer Fantasy Battle (Mindscape) Strategy and warfare against the orcs

Ready to Launch!

Here are some of the PlayStation games scheduled to be available at the system's September launch as of E^3. Some are ports of the Japanese versions already available. Battle Arena Toshinden, Ridge Racer, and Wipe-Out were E^3 showstoppers.

Air Combat (Namco) Home-flown jet combat from the arcades

Assault Rigs (Psygnosis) Tank combat à la *Tron*, the movie

Battle Arena Toshinden (SCE) The Japanese fighter with a name change

Discworld (Psygnosis) A port of the hit PC fantasy adventure

Kileak: The DNA Imperative (SCE) First-person shooter was "The Blood"

Myst (Psygnosis) Another look at the surreal, mysterious island world

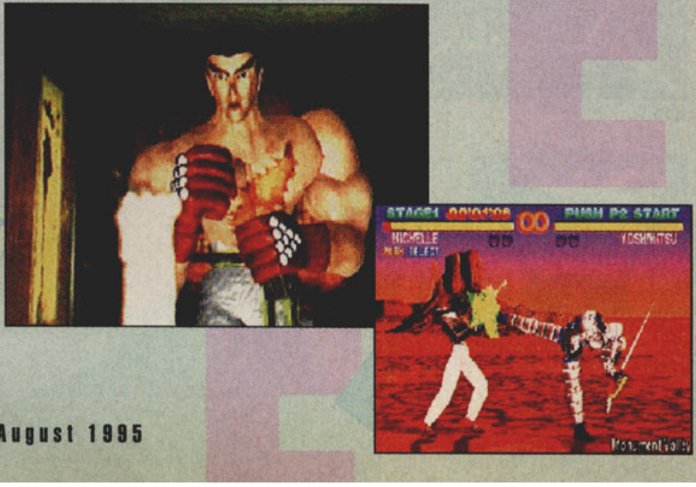
Novastorm (Psygnosis) The futuristic blastarama shooter

Ridge Racer (Namco) A great drive – too bad it's not the pack-in

Sentient (Psygnosis) Strategy and adventure on an alien-infested space station

3D Lemmings (Psygnosis) Lemmings from the lemmings' perspective

WipeOut (Psygnosis) Furious futuristic racing in antigravity machines



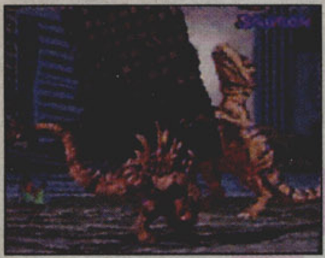
3DO: M2's Promise

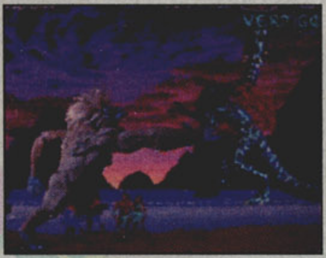
The 3DO booth featured 54 game stations, but everybody wanted to know about the 64-bit M2 upgrade that 3DO announced prior to the show (see "The Cutting Edge," July). Panasonic only announced "support" for the technology. Goldstar (now LG Electronics) anted up some cool-looking mock-ups of an M2 and a 3DO portable. LG also announced ten of its own software titles slated for '95. The M2 beats all the next-generation hardware on paper, but whether or not it shows in '95 is still anybody's guess. At least the regular system will have plenty of new games – 190 and counting.

Panasonic Multiplayer

Goldstar 3DO

Primal Rage

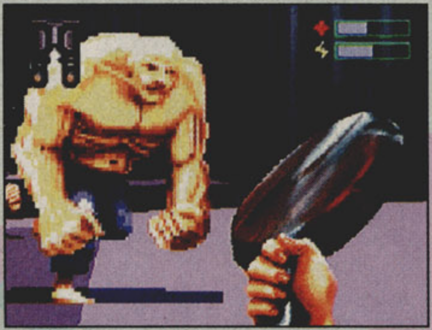


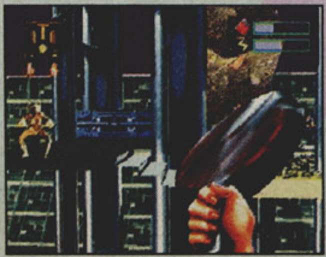


Primal's coming to every game system there is, and the 3DO version will be a direct port of the arcade game. Seven apes and dinosaurs will perform prehistoric punishment on each other in lifelike stop-motion animation. The ferocious fighters retain all their original special moves. You'll even get the little cave people, who'll cheer their chomping champion on to victory.

By LG Electronics
Available November

PO'd

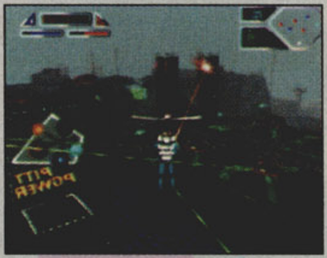


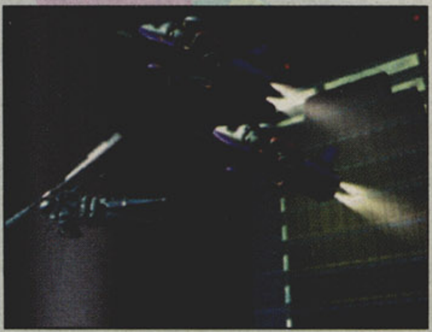


Here's Doom with an aerial view. Aliens ripped a hole in space and sucked you in! You'll repair the damage with a first-person view and mucho firepower. Vertical levels and a jet pack expand the territory you must explore and make this game an unusual shooter.

By Any Channel
Available September

BladeForce





This game had E^3 showgoers bobbing and weaving. You'll play a futurist cop with a helicopter pack strapped to his back. This CD enables you to fly 360 degrees in a deadly 3D world as you track down a high-tech street gang. There will be only four areas, but they're massive and murderous.

By Studio 3DO
Available September

More 3DO Showstoppers

3DO's going full speed ahead with software.

Alone in the Dark 2 (Interplay) Spooky, creepy mysterious interactive adventure
Ballz: The Director's Cut (Panasonic) Fast fighter for polygon purists
Defcon 5 (LG Electronics) Sci-fi adventure/strategy game
Hell (GameTek) Interactive live-action cyberpunk thriller
Policenauts (Konami) Interactive adventure makes you a future cop.
Shock Wave 2 (Electronic Arts) First-person space combat
Solar Eclipse (Crystal Dynamics) A next-generation shooter à la Total Eclipse
Zhadnost: The People's Game Show (Studio 3DO) Weird, wacky TV game show

ELECTRONIC ENTERTAINMENT EXPO

Super NES's Strategy

Many game companies were predicting that 1995 would be the last great year for 16-bit games. For example, Capcom has no SNES carts for '96. By pushing the Ultra 64's debut to next spring, however, Nintendo can now focus on the SNES, which has 35 million units worldwide.

Nintendo has awesome 16-bit software development capabilities (particularly after purchasing major interest in Rare), and it has the FX2 3D graphics chip on hand. Killer Instinct and Donkey Kong Country 2, for example, looked great. Other major developers, such as Acclaim, Square Soft, and Williams Entertainment, are also going full speed ahead on SNES carts…for 1995 and early 1996, at least. That means SNES players can expect fewer carts but higher-quality games.

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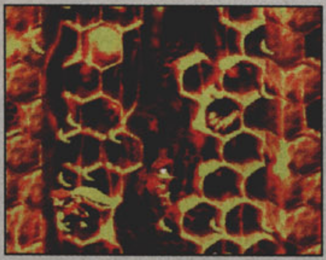
96
COMBO 000000

Killer Instinct



Donkey Kong Country 2

Earthworm Jim 2

The worm warrior returns! Earthworm Jim 2 will be a 24-meg, one-player sequel. The evil Psycrow's wicked plans will dump Jim into a load of perilous challenges from bombing runs over hostile alien fortifications to storming the fearsome innards of an energy-sucking planet. This time he'll wield five new guns and a few snotty items, such as the Snott Swing and the Snott Parachute.

By Playmates Interactive Entertainment
Available October

Doom

Doom looked just about as good as…well, Doom! You'll gunfight with weird Martian monstrosities on their home turf, a 22-level mazelike fortress. Powered by the FX2 chip, the 16-bit version will scream along. In the E^3 demo, the first-person visuals moved quickly, and the graphics looked faithful to all the other versions – right down to the close-up pixelization of the monsters.

By Williams Entertainment
Available September

Castlevania: Dracula X

Drac's back! Castlevania fans have been slavering for a sequel to that action/adventure classic. This could be it! It's a conversion of the TurboDuo game from Japan with nine levels of bone-chilling vampire hunting, as well as two-player action. This version should feature a great challenge; however, it's too bad Konami's saving the new stuff for a 32-bit game, Castlevania: The Bloodletting.

By Konami
Available September

More SNES Showstoppers

Batman Forever (Acclaim) Side-view battles from the movie

Breath of Fire II (Capcom) Build your own adventure (see "Role-Player's Realm")

Chrono Trigger (Square Soft) A 32-meg blast into the past (see "Role-Player's Realm")

Frank Thomas "Big Hurt" Baseball (Acclaim) Thomas never looked so good (see "The Sports Page")

Gargoyles (Disney) Great graphics from the TV 'toon

Judge Dredd (Acclaim) Action/adventure as a futuristic lawman

The Mask (T•HQ) Slick animation was smokin'!

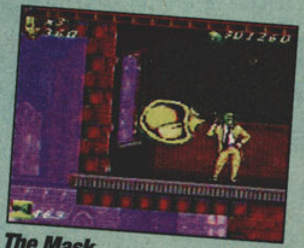
Mortal Kombat 3 (Williams Entertainment) Solid-looking fighter, arcade-true

Pinocchio (Disney) This kids' game looked colorful and imaginative.

Primal Rage (Time Warner) The prehistoric punchout comes home.

WeaponLord (Namco) A deep fighting system could make it a hit.

Chrono Trigger

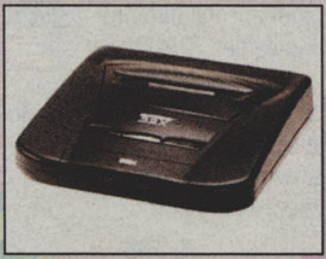


The Mask

To Serve the Genesis

Sega made no bones about the fact that the Saturn is its system of the future. Sega was also quick to point out, however, that it hasn't lost sight of the 15 million Genesis owners spread across the U.S. Sega alone had nine new games slated for arrival from E^3 to the end of December with more coming from its licensees. As with the SNES, however, 16-bit development is narrowing down as companies focus their efforts on the new technology.

Additionally, Sega isn't planning to make your system-buying decision any easier. Early next year look for the Neptune, a Genesis/32X hybrid unit, and the Nomad, a 16-bit Genesis portable, to join the 32X, Sega CD, and Saturn.

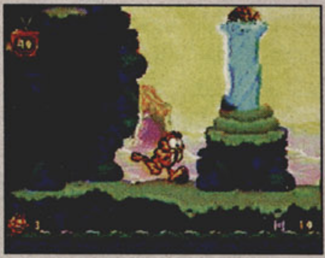


Neptune is coming!

Garfield: Caught in the Act

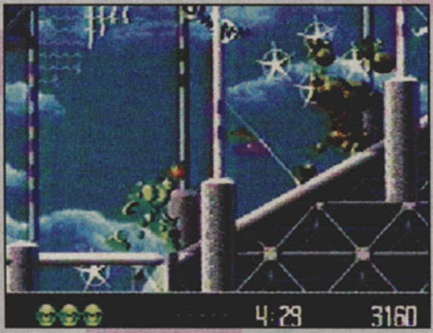
Garfield
CAUGHT IN THE ACT

Yeah, it's the same old cartoony cat with an attitude, but the goofy feline was looking fairly feisty in a 24-meg cart. Garfield will channel-surf into a loony late-night TV dimension. The platform-style gameplay will put him into familiar TV environments, such as Catsablanca, to face bizarre beasts and cat-scratching obstacles.



By Sega
Available Fall '95

VectorMan



In a futuristic Earth ruined by toxic waste, a mechanized "orbot" that usually works to restore the polluted planet accidentally becomes a nuclear weapon ready to destroy it. VectorMan, a morphing hero who transforms into high-tech weapons, will save the day. This action/adventure blastfest will cover 13 levels of mechanical enemies and robotraps.

By Sega
Available October

Congo

CONGO
THE MOVIE™

Based on the big-screen flick and Michael Crichton's novel of the same name, Congo will be a first-person shooter with action stages. You'll explore the ruins of a strange jungle civilization as weird, apelike beasts called "Greys" try to bash your brains out. You'll also have to take on other challenges, such as river rafting.

By Viacom New Media
Available November

More Genesis Showstoppers

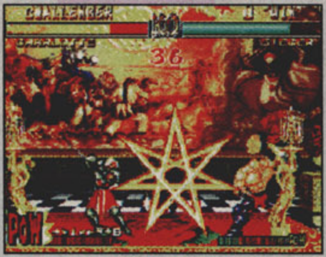
The Adventures of Batman and Robin (Sega) Awesome! (See ProReview this issue.)
The Adventures of Hollywood Spot (Virgin) Platform perfection with the 7-Up Spot
ComixZone (Sega) Beat-em-up inside comic-book panels
Garfield: Caught in the Act (Sega) The wisecracking feline is trapped in TV land.
Mortal Kombat 3 (Williams Entertainment) Arcade fighting from the Outworld
Nightmare Circus (Sega) Destroy ghoulish horrors under a gruesome Big Top.
The Ooze (Sega) You're slime…literally.
Phantom 2040 (Viacom New Media) State-of-the-art side-view beat-em-up action
Primal Rage (Time Warner) One-on-one dinosaur fighting. Rage!
Revolution X (Acclaim) Aerosmith supplies the tunes, you supply the trigger finger.

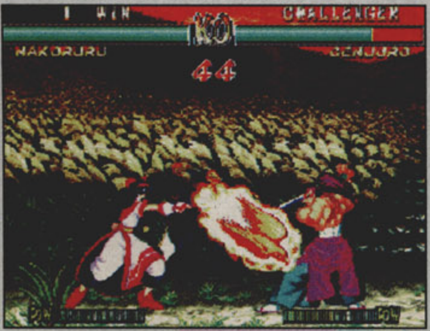
The *New* Neo•Geo!

The Neo•Geo CD comes with a double-speed drive.

SNK made a strong bid for the "arcade in your home" title with the debut of its stand-alone Neo•Geo CD for around $500. The compelling selling point could be the Neo•Geo arcade library, which will be ported into CD format along with any new Neo•Geo games appearing in the arcades. SNK promised to ship 70 CDs that will cost between $39 and $79 at the system's launch. SNK America will address a major sticking point with Japanese and European versions of the CD unit by installing double-speed drives in the American version.

Samurai Shodown II

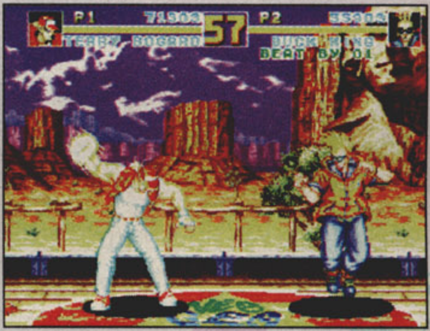


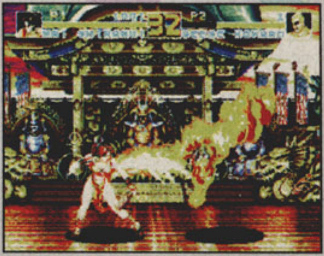


Here's the classic based on a classic. The game will be a nearly exact port of the arcade version, though sharp-eyed players may notice a few missing frames of animation. Speaking of "sharp," the weapons fighting features an impressive arsenal of unusual bladed gear with kicks and punches, too. Yes, the four new characters will be here.

By SNK
Available Fall '95

Fatal Fury Special

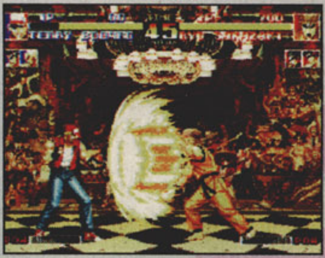


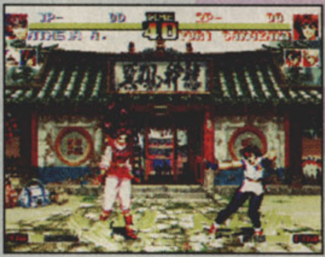


Fatal Fury and Fatal Fury 2 fans have already pummeled this game in the arcades, but now they may be able to afford a copy of their own. You get 15 fighters who face each other in Fatal one-on-one battles. The unusual FF multihit combos and special attacks are all intact, as are the crisp control sequences that have enticed many a Fury fan.

By SNK
Available Fall '95

The King of Fighters '94





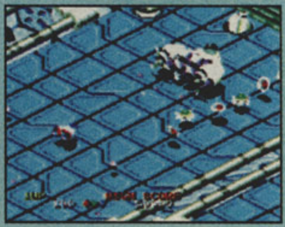
Neo•Geo arcade fans will get a kick (and a punch and a throw) out of this furious fighter, which stars the best three brawlers from four separate games: Art of Fighting, Fatal Fury, Ikari Warriors, and Athena. You control a fighting team that must face eight other teams. You can also side-step attacks by moving into the backgrounds.

By SNK
Available Fall '95

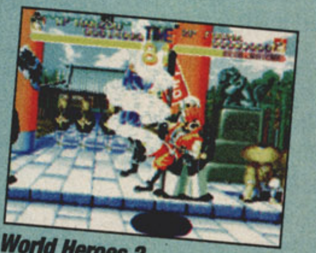
More Neo•Geo Showstoppers

(All games are from SNK)

2020 Super Baseball – Futuristic baseball that can be a blast…literally.
Art of Fighting – Remember the big characters in this fighter?
Baseball Stars 2 – Some consider this game more exciting than the real thing.
Fatal Fury 2 – Fight to find the magic moves and hidden techniques.
League Bowling – A good bowling game (the only bowling game!)
Panic Bomber – It's Bomberman for the Neo•Geo.
Samurai Shodown – The classic weapons fighter
Super Sidekicks 2 – One of the best soccer games; 64 teams
Viewpoint – One of the best 3/4-view shooters of all time
World Heroes 2 – Return to fight in the Arena of Ages.



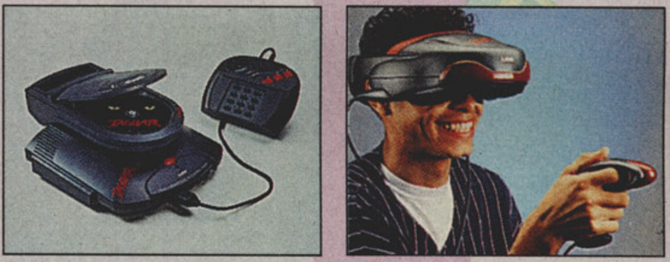
Viewpoint



World Heroes 2

Jaguar on the Prowl

The Jaguar, which lays claim to the title "first 64-bit video game system," can now add the "least-expensive 64-bit system" to its trophy shelf. Atari announced a new $159 price tag for the Jag, and it also promised that the Jaguar game library would be up to 100 titles by year's end. The Atari booth was loaded with 40 game kiosks, so anxious Jag owners should keep an eye out. Atari also showed the Jaguar VR headset, which is based on the Virtuality virtual-reality game system. More down to earth, however, were the Jag Link, Jag-to-Jag connector, and the Team Tap, which enables four players to connect to a Jag.

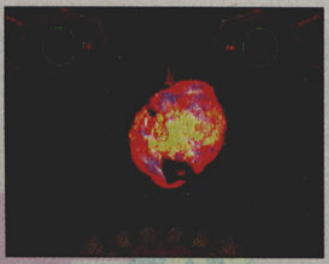


Keep your eyes open for Jaguar virtual reality.

BattleSphere

Stealing a plot idea from an ancient *Star Trek* episode, BattleSphere is a spaceship shooter where seven extraterrestrial racers engage in an all-out fight to determine who will control the galaxy. Four gameplay modes will include first-person, cockpit-view dogfights and a Missile Command-style shoot-em-up. Multiplayer capabilities will feature four-player links and two-player cooperative pilot/gunner spaceship control.

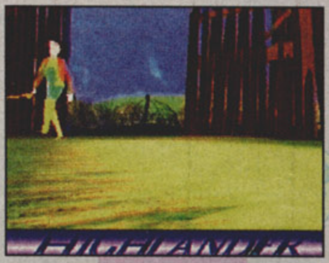
By Atari
Available Fall '95

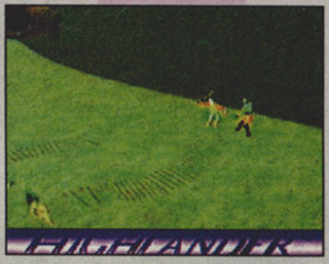


Highlander

Highlander's chopped its way through movies, a TV show, and an animated series. It also looks like it could be a slick interactive action game for the long-awaited Jaguar CD. Polygon graphics will illustrate your search for your eternal foes. Then it will be up to you to keep your head by using your sword-swinging skills.

By Atari
Available First Quarter '96

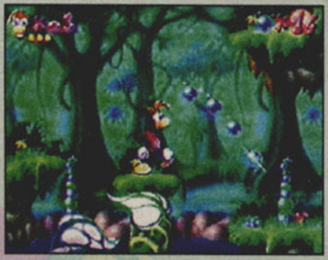




Rayman

Rayman's been on his way to the Jaguar for so long that he may seem like an old friend by now. Well, he's getting closer. The demo version of this action platform game featured sharp graphics with crisp animation. The R-man lives in a fantasy land beyond our universe. He must restore peace to his world by defeating the evil Mr. Black and retrieving the Great Proton.

By UBI Soft
Available Fall '95



More Jaguar Showstoppers

Blue Lightning (Atari) Jet combat for the Atari CD
Creature Shock (Atari) Beat-em-up in a monster-studded future
Demolition Man (Atari) First-person shooter where you play as Sly
Missile Command (Atari) Antimissile missiling for the Jaguar VR
Myst (Atari) Interactive adventure based on the PC game
Primal Rage (Time Warner) These gigantic beasts are fighting everywhere.
Ultra Vortex (Atari) This fighter takes you deep underground inside living rock.

DEMOLITION MAN
S.A.P.D.

32X-Pectations

Sega's standing firm behind the 32X as an inexpensive upgrade for 16-bit owners craving 32-bit gameplay. Forty games are due from Sega and its licensees through the Christmas season. 1996 is the year to judge the 32X's fate and Sega's long-term commitment to the system.

Sega's standing behind the 32X.

32X Showstoppers

32 Xtreme (Sega) Garage roller hockey, paintball snowboarding, and more

Batman Forever (Acclaim) Bat's back with Robin to battle Riddler and Two-Face.

Judge Dredd (Acclaim) Action/adventure with the take-no-prisoners lawman

Kolibri (Sega) Hummingbird adventure game

Ratchet and Bolt (Sega) Rookie robot cops armed with 33 weapons

Revolution X (Acclaim) First-person shooter starring Aerosmith

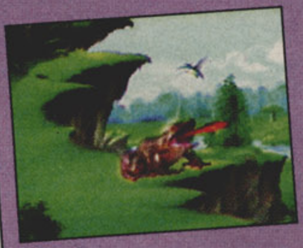
Shadow Squadron (Sega) 3D polygon shooter with two-person crews

Spider-Man: Web of Fire (Sega) Beat-em-up action with the Webslinger

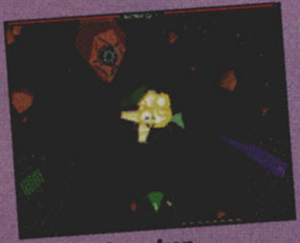
Virtua Fighter (Sega) Port of the arcade fighting game

Virtua Hamster (Sega) Meet Chip, the world's fastest skateboarding hamster

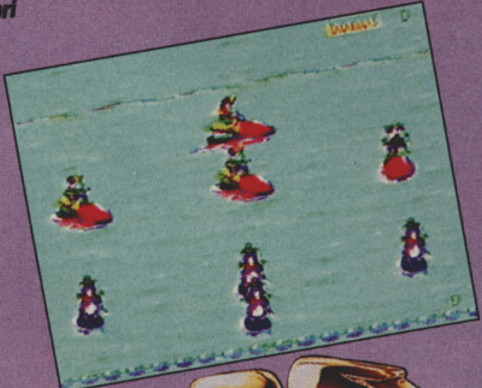
X-Men (Sega) Action/adventure with Wolverine, Bishop, Rogue, and Iceman



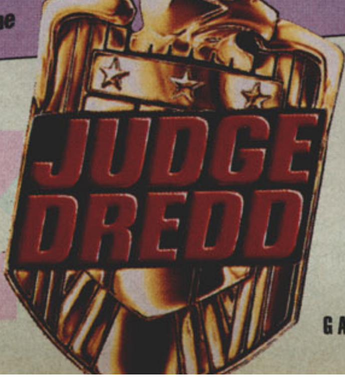
Kolibri



Shadow Squadron



32 Xtreme



Sega CD

The Saturn was set up to steal major CD thunder from the Sega CD. In particular, it's a not-so-tough decision for third-party game makers that must choose between creating games for a peripheral device or a next-generation game system. The Sega CD has seen better days, even though there will be some very good – if very few – games for the system this year.

The Sega CD has seen better days.

Sega CD Showstoppers

Batman and Robin (Sega) Batman and Robin face Joker, the Riddler, and Poison Ivy.

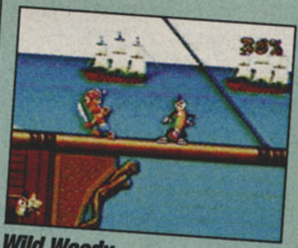
Eternal Champions (Sega) Deep Water fighter with mucho violence

Jet Ski Rage (Velocity) Aggressive jet-ski racing

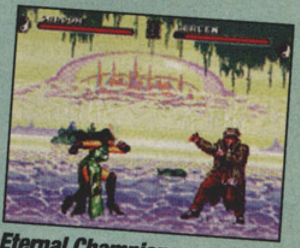
Super Strike Trilogy (Electronic Arts) Desert, Jungle, and Urban Strike chopper combat

Wild Woody (Sega) Aggressive pencil draws up weapons and erases enemies.

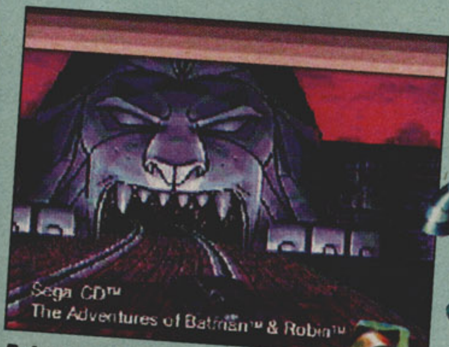
Wirehead (Sega) Control your very own nerd.



Wild Woody



Eternal Champions



Batman and Robin

Virtual Boy: Something Entirely Different

The Virtual Boy represents such unusual technology that almost no one can actually show you a real screen outside the actual game-system display. The device looks absolutely clunky on the outside, but stick your face into it, and you enter a truly impressive VR world. However, not only is it nearly impossible to print an actual game screen, the unit will cost $179 with games priced at around $40 a pop. Hmmm…PlayStation, Saturn, Ultra 64, Virtual Boy. It's a tough call for any cost-conscious consumer. And remember, the monochrome Game Boy is still going strong.

It's the inside that counts.

Virtual Boy Showstoppers

Galactic Pinball (Nintendo) Fast pins in a 3D environment with five tables

Mario Clash (Nintendo) A new Mario game designed by Shigeru Miyamoto

Mario's Dream Tennis (Nintendo) Play doubles with Mario, Yoshi, and Donkey Kong

Red Alarm (Nintendo) StarFox-style space shooter with wireframe images

Teleroboxer (Nintendo) First-person robot boxing; looked very cool

CD-i Do or Die?

Push is coming to shove for the CD-i. It's to Philips' credit that the CD-i is maintaining its presence as a game machine. This system has excellent edutainment software, but next-generation CD machines have finally arrived to muscle in on CD-i's game turf. There were no plans for a new machine or an upgrade announced at E³. What's a powerful international home-electronics giant to do? Philips is publishing PC games as well as CD-i games, so watch out.

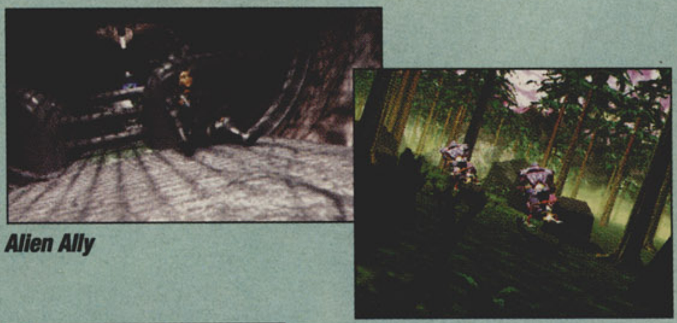
CD-i survives the CD invasion.

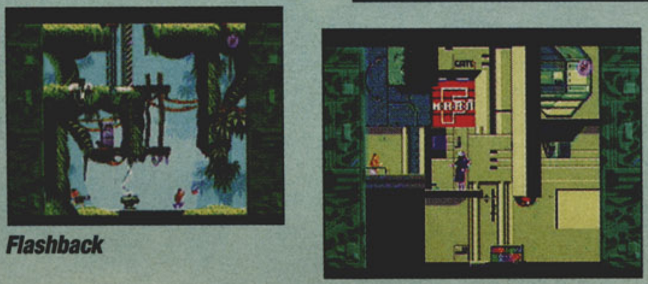
CD-i Showstoppers

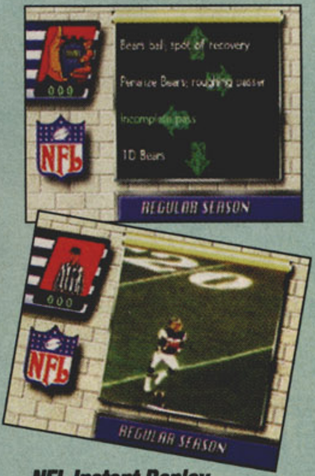
Alien Ally (Philips) This adventure to an alien planet features rendered graphics.

Flashback (Philips) The ever-popular adventure comes to the CD-i.

NFL Instant Replay (Philips) "Make the call" as a referee with real NFL footage.


Alien Ally


Flashback



NFL Instant Replay

Game Boy's Game

Any idea how many Game Boy owners exist in this world? Try 40 million with 17 million of you portable GamePros in the U.S. alone! Add to those Nintendo stats the 400 G-Boy games available, and you can probably guess why the Big N was gung-ho on the Game Boy at E³. You know it's serious when it's porting Ultra 64 games to Game Boy: Killer Instinct was the high-profile GB cart.

Many games and many colors for the Game Boy

Game Gear Geared Up

For full-color gaming on the go, the Game Gear remains the only…er, game in town. As with other systems this year, the Game Gear will have fewer games available than last year, but the quality of the games will be better overall. Expect to see plenty of Geared-down versions of 16-bit winners such as The Adventures of Batman and Robin, Primal Rage, Return of the Jedi, and Phantom 2040. The Game Gear is a great little portable system…but that color TV tuner still sounds like a great purchase.

GAME GEAR
COLOR PORTABLE VIDEO GAME SYSTEM
SEGA
SUPER COLUMNS

Game Gear – still a great portable system

Game Boy Showstoppers

Aladdin (Virgin) Just like the SNES platform game

Batman Forever (Acclaim) Side-view beat-em-up with Batman and Robin

Centipede/Millipede (Nintendo) Tiny visuals, but they're still great games

Earthworm Jim 2 (Playmates) Wild and crazy side-view worm warfare

Galaga/Galaxian (Nintendo) Classic shooters that are still a blast

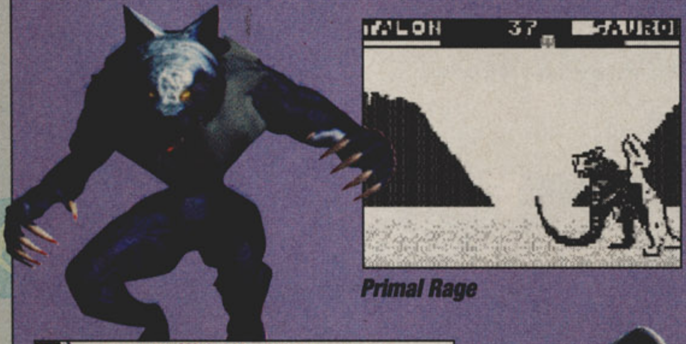
Killer Instinct (Nintendo) The Killer arcade fighting game

Mortal Kombat 3 (Williams Entertainment) More Mortal fighting mayhem

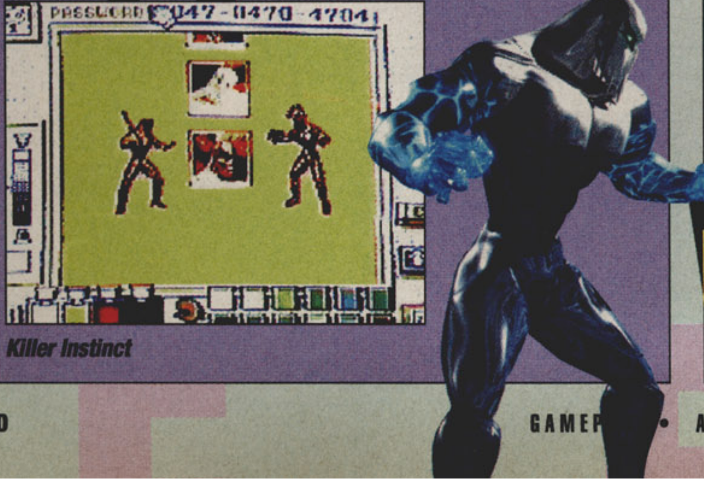
Primal Rage (Time Warner) Big creatures, little screen (see ProReview this issue)

Street Fighter II (Nintendo) Street Fighter gets small.

Zoop (Viacom New Media) One of the best new puzzlers around



Primal Rage



Killer Instinct

Game Gear Showstoppers

The Adventures of Batman and Robin (Sega) Action/adventure starring Joker, Mr. Freeze, and Mad Hatter

Garfield: Caught in the Act (Sega) Garfield battles a virtual foe inside his TV.

Phantom 2040 (Viacom New Media) Fight for right in futuristic Africa.

Primal Rage (Time Warner) This one-on-one prehistoric puncher is everywhere.

Sports Trivia Championship (Sega) Hundreds of questions in 11 sports categories

Super Return of the Jedi (T•HQ) Most of the 16-bit levels, and you play as the different heroes.

Primal Rage

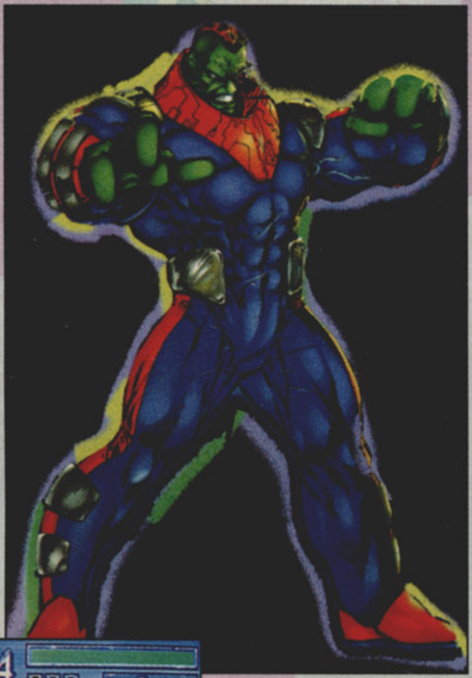
the adventures of BATMAN & ROBIN

The Adventures of Batman and Robin

PC

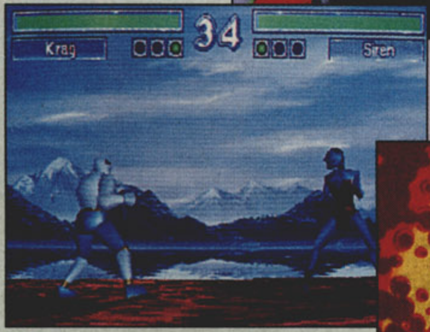
This past year everybody began to go PC, and it looks like the PC CD will be a hot electronic-gaming platform through 1995. At E^3, former video-games-only companies like Acclaim, Capcom, Digital Pictures, and Crystal Dynamics were talking up PC CD games. Of course, the big knock on the system is that without dedicated graphics processors, you can't really play a good fighter or any other type of intense arcade-style game. Watch out for those PC whizzes! Strategy, RPG, and interactive adventures will remain the best games to play on a PC, but demands from hardcore gamers will make PC game designers push the hardware for finger-pumping action.

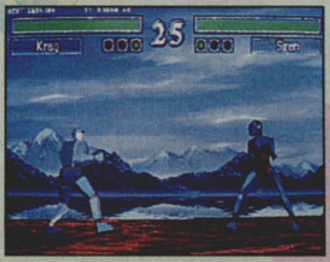
FX Fighter

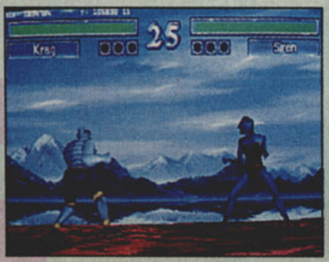


GTE's out to create the best PC fighting game there is. FX Fighter presents nine 3D texture-mapped combat arenas with a 360-degree flying-camera perspective. The nine extraterrestrial combatants – robots, insects, and cyborgs – battle with 40 attacks per fighter and special moves.

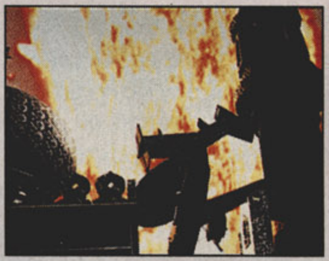
By GTE Interactive
Available Now

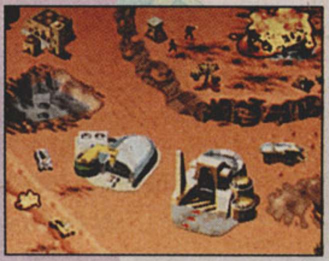






Command & Conquer

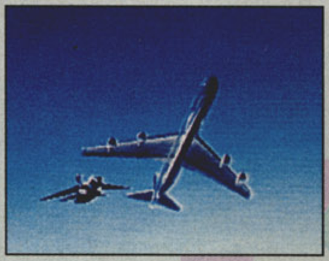


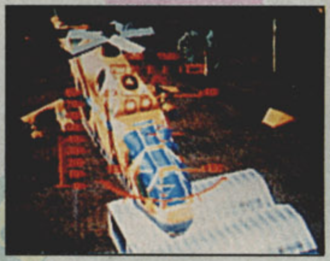


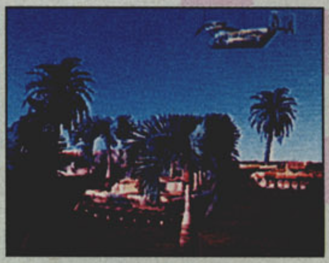
Command & Conquer is a combat strategy game in which you seek global dominance. You'll use a multitude of gameplay views to position land, sea, and air forces in a race to secure a rare mineral. As a member of either the Brotherhood of Nod or the Global Defense Initiative, you'll try to complete a variety of missions in order to tip the world economic balance… before you're destroyed.

By Virgin
Available Now

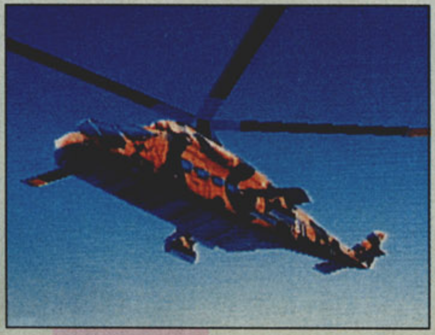
Agile Warrior: F-111X







This air-combat sim will make you part of an elite covert squadron attempting to uncover a drug conspiracy that may involve the President. You'll be able to fly ten missions as either a pilot or a weapons officer. Players will maneuver with first-person and outside-the-aircraft perspectives through bombing runs, ground assaults, dogfights, specialized surgical strikes, and electronic warfare. Fly straight, or you may end up a prisoner of war.

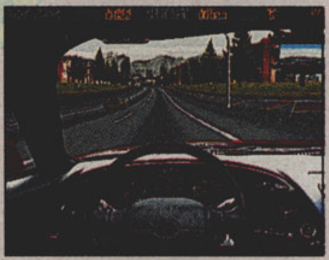


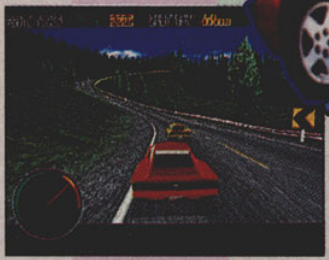
By Virgin
Available First Quarter '96

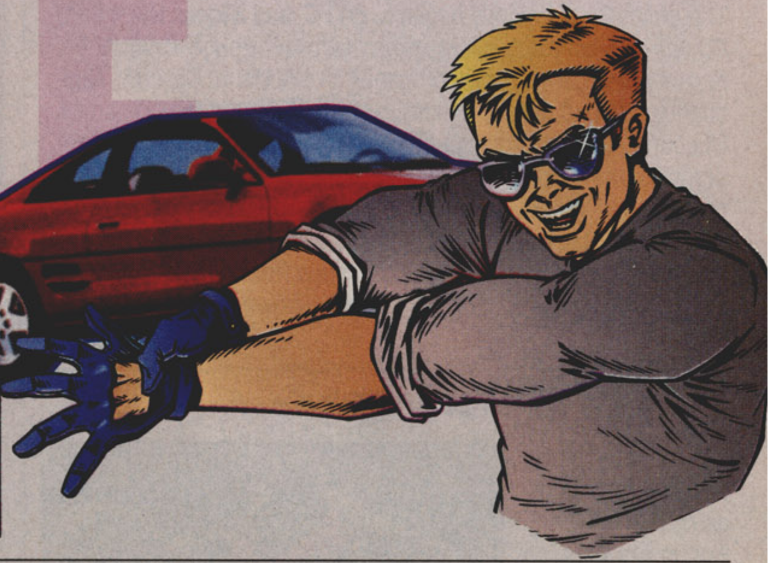
The Need for Speed

Road & Track is set to bring white-knuckled racing from the 3DO to the PC. You'll be able to drive eight exotic sports cars: a Lamborghini Diablo VT, Ferrari 512TR, Dodge Viper RT/10, Porsche 911, Acura NSX, Mazda RX-7, Toyota Supra Turbo, and, of course, Chevy Corvette ZR-1. Three driving views and six replay views capture the driving action.

By Electronic Arts Interactive
Available Fall '95





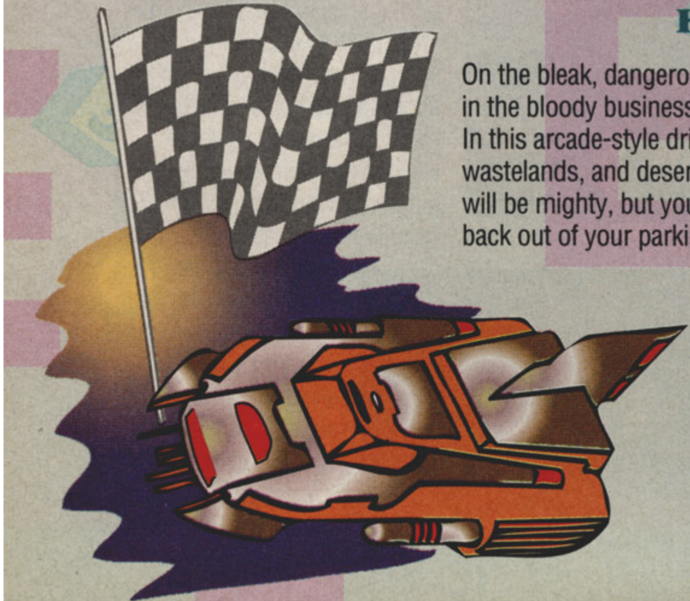


Magic Carpet II: The Netherworlds

MC II will enable you to zoom back into the 50 mystical worlds of the original Magic Carpet to find new underground and night levels. You'll also have to discover new sets of spells, which you need to conquer entirely new adversaries and monsters. Bullfrog's also souped up the flight engine, so your rad rug now flies faster and smoother.

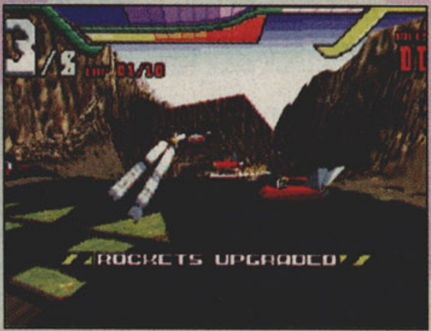
By Bullfrog Productions
Available Fall '95

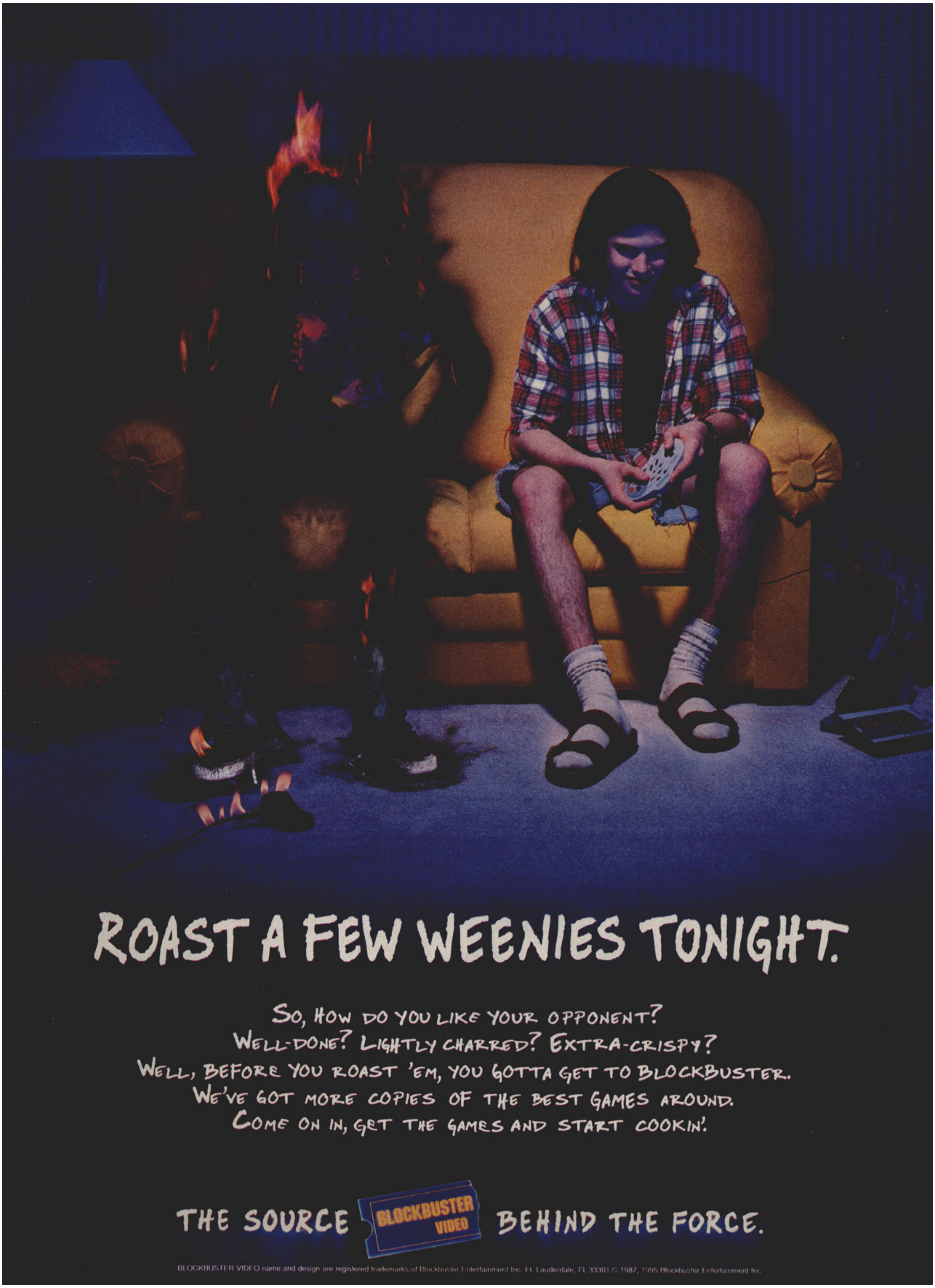
High Octane



On the bleak, dangerous streets of the 21st century, you'll engage in the bloody business of unsanctioned, lawless hover-car racing. In this arcade-style driving combat game you'll tear through cities, wastelands, and deserts in six vehicles. Of course, your arsenal will be mighty, but you're going to need all that firepower just to back out of your parking space.

By Bullfrog Productions
Available Summer '95





ROAST A FEW WEENIES TONIGHT.

So, how do you like your opponent?
Well-done? Lightly charred? Extra-crispy?
Well, before you roast 'em, you gotta get to Blockbuster.
We've got more copies of the best games around.
Come on in, get the games and start cookin'.

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SPECIAL FEATURE

The Saturn Has Arrived!

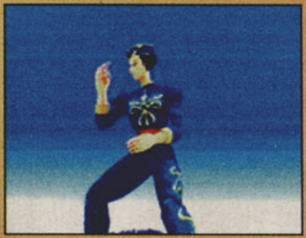
Just as the Saturn makes its way into your homes, it's found a home in GamePro! Check out these previews and the new Saturn section in ProReviews.

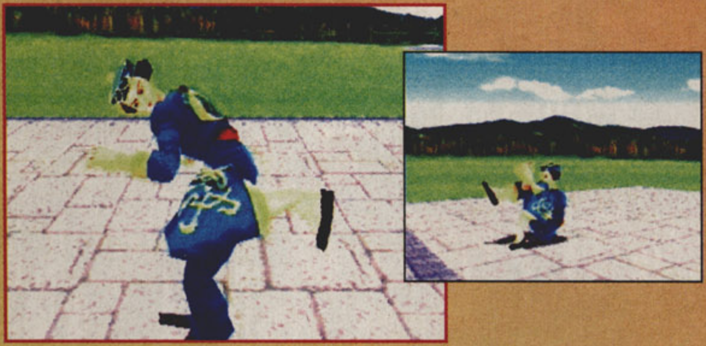
By The Unknown Gamer

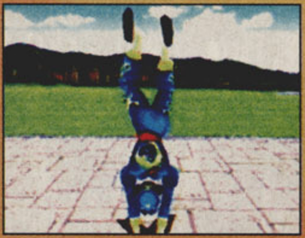
Virtua Fighter 2

VF 2 looks incredible! Choose from ten fighters, including two new characters. One or two players battle in head-to-head fighting action that's very close to the arcade game's. Improvements over Virtua Fighter include beautiful texture-mapped graphics with 360-degree rotation and elaborate background scenery.

By Sega
Available Winter '95



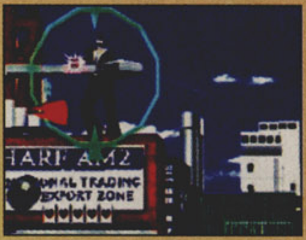


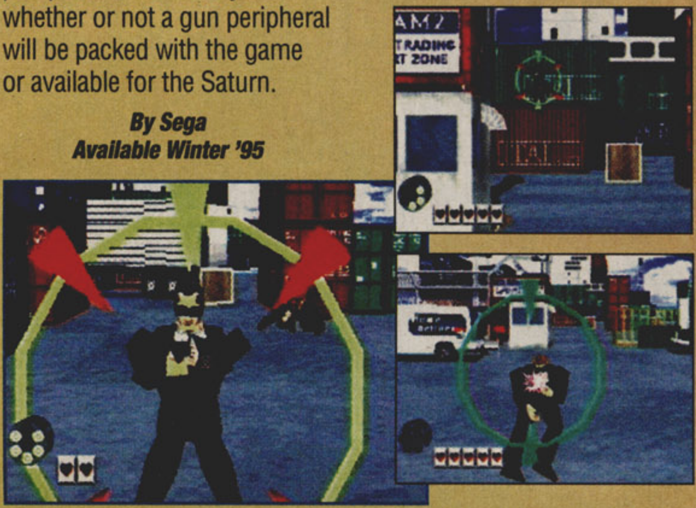


Virtua Cop

Up to four players blast it out in this arcade-style 3D shooter. An accurate replica of the coin-op game, Virtua Cop is a first-person gun game with polygon graphics that change and zoom to give the game a realistic 3D perspective. No word yet on whether or not a gun peripheral will be packed with the game or available for the Saturn.

By Sega
Available Winter '95

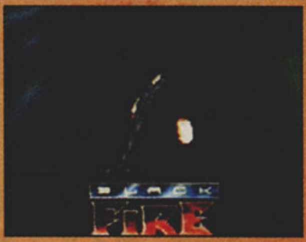


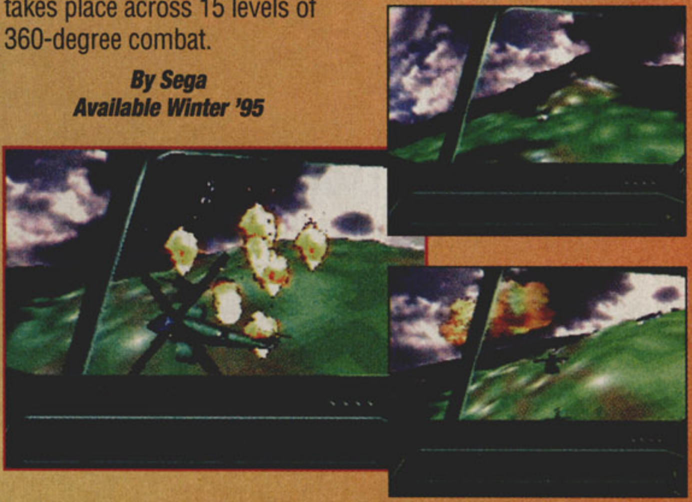


Black Fire

Black Fire's a flight-sim-style game. You're a crack pilot in the cockpit of an attack chopper charged with battling a squadron of enemy aircraft armed with alien technology. Up to four players can engage in the 3D shooting action that takes place across 15 levels of 360-degree combat.

By Sega
Available Winter '95





GhenWar

As a member of a five-person combat team armed with a revolutionary hypersuit capable of incredible firepower, armor, counter defenses, and super speed, you must battle your way across the solar system in 18 levels of first-person shooting action. Up to four players begin combat on the planet Saturn and battle their way back to Earth. The 360-degree 3D graphics feature a deadly host of alien creatures and spectacular interstellar scenery.

By Sega
Available Winter '95

Mars
Moon
City

Creature Shock

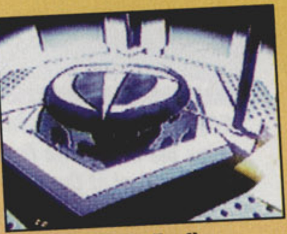
Earth's under attack by a horde of monsters in this one-player action game that was a hit on the PC. The Saturn version is a special edition that features new game levels, including flying sections. The combination of maze crawling and shooting action takes place far in the future and jams with beautifully detailed 3D graphics and ray-traced animation. Very cool music and sound effects heighten the pulse-pounding atmosphere.

By Data East
Available Winter '95

And More to Come...

NHL All-Star Hockey (Sega)

Night Warriors: Darkstalkers' Revenge (Capcom)



Defcon 5 (Data East)

Dark Legend (Data East)

Congo The Movie (Sega)

Mr. Bones (Sega)

Eternal Champions: The Final Chapter (Sega)

Myst (Acclaim)

Penn & Teller's Smoke and Mirrors (Absolute)

Blazing Dragons

The hero in this offbeat graphical misadventure is a noble dragon who's stuck battling a bunch of bumbling humans in a series of humorous adventures. Created by Terry Jones, an original member of Monty Python's Flying Circus, the one-player game includes more than 40 unique characters and more than 3000 frames of character animation.

By Crystal Dynamics
Available Winter '95

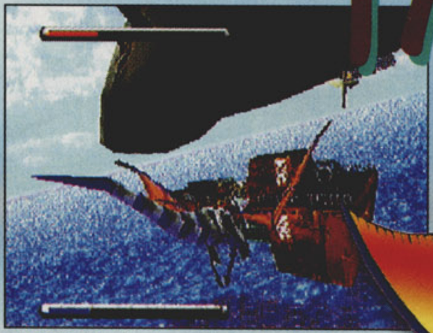
PANZER DR

By The Unknown Gamer

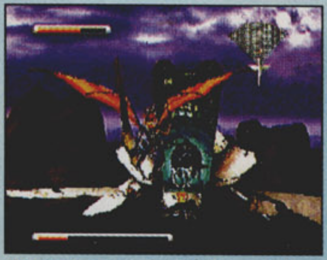
Slap Panzer Dragoon into your Saturn, lean back in your chair, and prepare to enjoy an amazing cinematic intro sequence. Once the story of the blue dragon has captivated you, you'll be itching to get your finger on the trigger and fly into battle – and when you do, you'll be challenged, surprised, and amazed, but never, ever bored. For the Saturn launch, Sega needed a good shooter to give us a taste of what the new system can do. With Panzer Dragoon, you have that and more.

Magic Dragon

When the rider of the blue dragon is fatally injured, you mind-meld with him and become the new Sky Rider. To stop the Imperials, you must ride the blue dragon into battle to destroy the Tower and the dangerous Dark Dragon.



PROTIP: To destroy Episode 1's boss, just dodge the bombs he fires and rapidly fire the laser gun at the brown part of the ship. To get the clearest shots, shift your view so you're looking over the wing.



PROTIP: Episode 3's boss takes patience and timing to destroy. You must first target the central green core, but be sure to dodge the propellers. When the craft begins to launch in the air and returns fire, target the oncoming side rockets, then focus again on the central core.

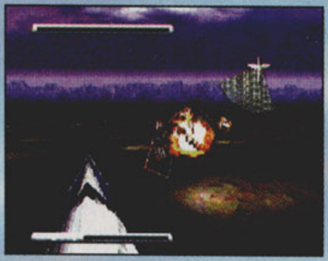
Ahead lie seven episodes (eight in the Hard mode) of shooting action, different than any other you've experienced to date. Each episode takes place in different terrain, including caverns, jungles, water worlds, ancient ruins, and mines.

You fight while astride the dragon. The first-person view adjusts to close, medium, and long range so you can always see the dragon and the rider. Quick button taps also shift your view to cover the right or left wing of the dragon, as well as behind him. Making use of the views plays an essential part in your strategy.

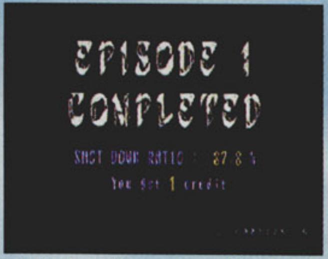
Target Practice

The Sky Rider's weaponry consists of a laser gun and a homing laser (rumor has it that a secret code exists for other weapons). Button taps fire the laser gun, which targets enemies via a yellow square. The homing laser is easier to target: You just hold any fire button, then position the targeting square. You can lock onto eight moving targets at once.

Changing weaponry and the view is easy, though it takes a little in-flight training to effectively get the hang of turning, firing, and view shifting – especially against enemies who repeatedly dart in front of and behind you. The only control problem is with



PROTIP: You can destroy most projectiles by firing point-blank at them as they fly at you.



EPISODE 1
COMPLETED

SHOT DOWN RATIO : 87.8 %
You get 1 credit

PROTIP: In Normal and Hard modes, the more enemies you destroy, the more continue credits you earn – and you'll need them!

Saturn Game ProFile

Panzer Dragoon

(By Sega)

KIDS TO ADULTS K-A AGES 6+

Panzer Dragoon's incredible graphics, tough shooting action, and innovative gameplay make it a perfect first shooter for the Saturn. Beware, though. The deadly difficult action will single out all but advanced players.

Graphics	Sound	Control	FunFactor	Challenge
5.0	4.5	4.5	5.0	ADV. Advanced

$59.99
CD
Available now

Shooter
1 player
First-person view

PLAY THE GAME,
SEE THE CINEMATICS

the yellow targeting square, which is often difficult to see against the background, making it tough to precisely aim the laser gun.

Have Dragon, Will Travel

Each episode delivers straightforward action. The dragon's course is preset, so you don't guide him, you merely control the direction he's facing. Your hands are full, however, trying to target and destroy the hordes of enemies. Each episode ends with a battle to the death against a treacherous boss.

The blue dragon lives or dies on a straight damage system: no power-ups, no extra lives, no nothing! The various play modes offer varying numbers of continues, and you can earn extras, but there are no real tricks here. Panzer Dragoon is a straight-on fight to the finish. Keep an eye out, however, for hidden secrets – Sega promises that lots are tucked away in this game.

Beauty and a Beast

Graphically, Panzer Dragoon is a masterpiece. From the stunning cinematics to the gorgeous background scenery to the lithe and beautiful movements of the dragon, you'll see exactly what the new system has to offer. Awesome effects like Episode 4's stomach-churning mine chase are just what you've been waiting for. Beautiful CD-quality music and sound effects perfect the package.

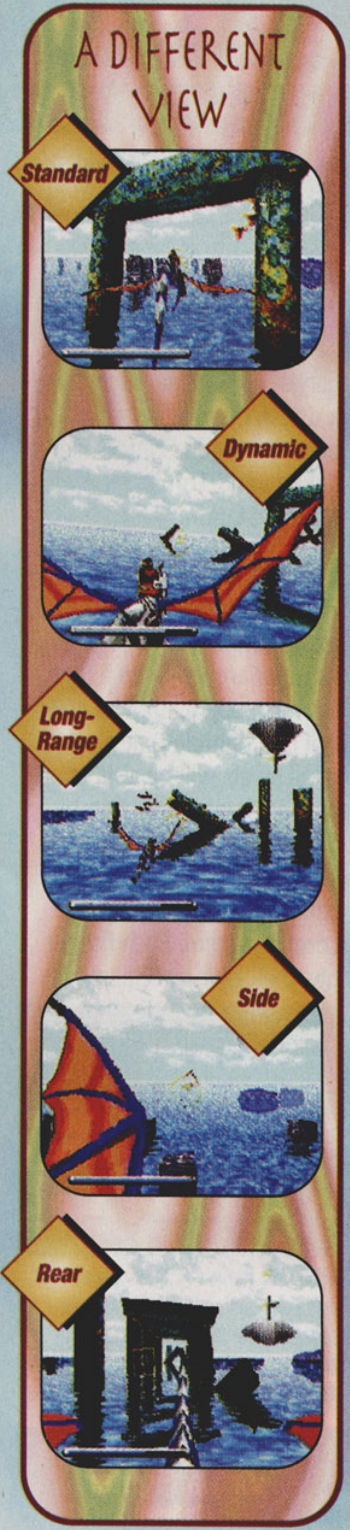
Take a look at Panzer Dragoon – and remember that it always takes developers some time to figure out how to program for new game systems. Hopefully, this game's a killer sign of what's to come for the Saturn. It looks great, sounds great, and plays like a dragon's dream. **G**

PROTIP: Use the homing laser in areas with lots of background scenery and rapidly moving foes. You can press the button and sweep the target back and forth, strafing enemies you can't even see.

PROTIP: The Episode 2 boss is hard to target since he's so far away. Tag this dragon with the homing laser.

PROTIP: In Episode 3, shoot all the enemies on the side shelves for higher points and to clear your passage.

PROTIP: The brutal boss in Episode 4 flies in front and in back of you. The homing laser doesn't damage him, so target his wings and repeatedly blast him with the laser gun.



Virtua Fighter

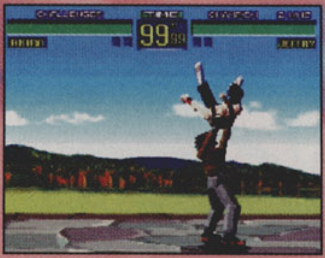
Virtua Fighter

By Scary Larry

Sega made a smart move by packing in Virtua Fighter with the Saturn. This polygon-based fighting game is stellar when compared to 16-bit fighters, but it doesn't fare as well against other next-gen fighters like Tekken and Toh Shin Den for the PlayStation.

Virtua Reality

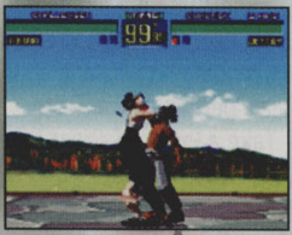
The eight fighters on your roster range from a brawling Rastafarian (Jeffry) to a martial-arts cook (Lau). The control is so simple that players of all levels will be able to master them. Rapid combinations of the three buttons (Punch, Kick, and Defense) comprise the rudimentary combo system. Each fighter has their own special moves and attacks, and all have a special Stomp that you perform on downed opponents.



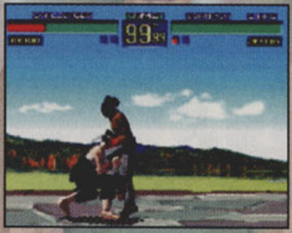
PROTIP: Never let an opponent get behind you. Their throw moves are different from behind, and in the case of Jeffry McWild, extremely lethal.

With just 30 seconds per round, you have to kick butt fast...or get your butt kicked fast. Also, if you're knocked out of the ring, you lose the round.

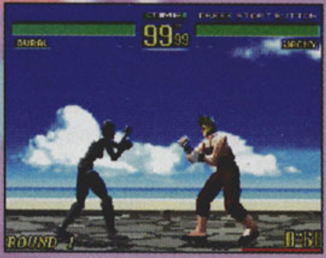
Once you've mastered all the special moves, however, you only have to wait for your opponent to make a mistake in timing before you unleash your fury. This translates into lots of wait-and-see-who-gets-it-first fighting.



PROTIP: Jeffry McWild has two good moves against defensive players. When your opponent is crouching and appears to be safe, quickly tap Down and Punch. You'll grab them by the face and teach them a lesson.



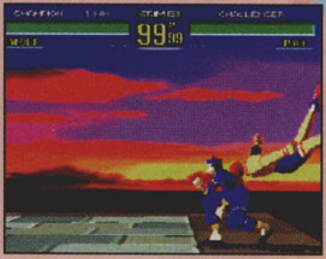
PROTIP: To execute his other antidefensive strategy, press Down, then tap Toward and Kick to deliver a much kneed-ed facial to an opponent.



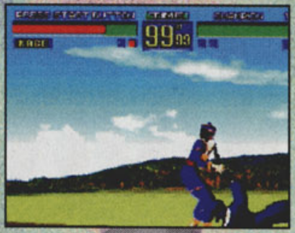
PROTIP: The boss, Dural, is playable with this awesome code. Press Down, Up, Right, then simultaneously press Left and Button A. A confirmation tone lets you know that you've done the trick correctly.

Polygon Want a (Back) Cracker?

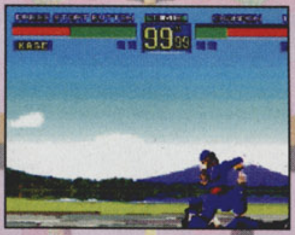
The graphics were state of the art when this game was released in the arcades a year ago. Other fighters – notably Tekken and Toh Shin Den – now make better use of the polygon engine. But Virtua still employs a variety of camera angles and quickly moving sprites to make the graphics in this CD real eye-openers.



PROTIP: If you defend low against Wolf's Shoulder Dash while near the edge of the ring, Wolf will tumble over you and into a Ring Out situation.



PROTIP: Pai is a much better fighter than she appears from her move list. A couple of things to know: Pressing Away and Punch when an opponent is attacking lets you defensively drop them...



PROTIP: ...and pressing Down-Toward and Punch when an opponent is down delivers a shot to the head... or other vital organs.

The music and sound effects are also topnotch. Pounding, distinctive scenario music is complemented by Japanese expressions. If you know what "Oryaa" or "Shugyoga" mean, then you'll get even more enjoyment out of this disc. If not, you'll still be treated to crystal-clear sound and music.

The Right Fight

Virtua Fighter shouldn't be the only reason you buy a Saturn, but it's a damn good one. Although basic in scope, it provides hours of fun, and it's a good learning tool for beginning fighters. Experienced brawlers will also find the computer opponents daunting but not impossible.

The real reason you'll want this fighter is to practice for Virtua Fighter 2, an awesome 100 percent improvement over this game that should be released for the Saturn around Christmas. You'll find it's virtually impossible to put these polygon punchers down. G

Saturn Game ProFile
Virtua Fighter
(By Sega)

TEEN AGES 13+

One of the better fighting games for the next-gen systems, Virtua Fighter is fast, fun, and easy to master. As for depth, the game depends more on slick moves than strategy.

Graphics	Sound	Control	FunFactor	Challenge
4.5	4.5	4.5	5.0	ADJ. Adjustable

Packed with system
CD
Available now

Fighting
2 players
Side view

24 HOURS IS THE BEST WE CAN DO.

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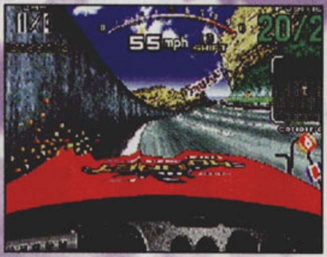
DAYTONA USA

By Air Hendrix

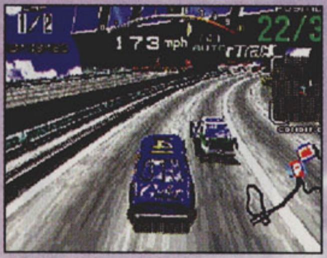
Screeching out of the arcades to accompany the early launch of the Saturn, Daytona USA's nerve-jangling racing action shows off the Saturn's power. You'll miss some of the arcade trappings, but the gorgeous graphics and taut gameplay will leave tire tracks across your living room.

Peeling Out

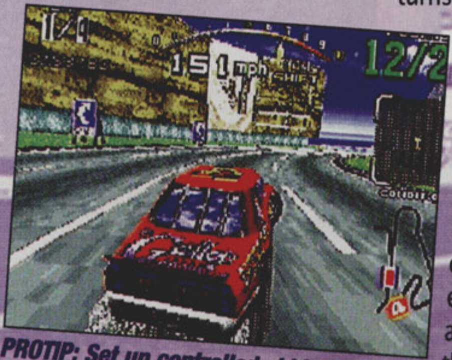
Daytona makes an impressive leap from arcade to home with a strong set of features. Race against the timer and the pack in Arcade mode, which exactly duplicates the gameplay and two-car selection of the arcade version. Saturn mode turns off the timer and adds two more cars, giving you leg room to learn the tracks.



PROTIP: When you lose speed by hitting obstacles, immediately downshift to retain power.



PROTIP: Stay tight on an opponent before you enter a turn, then pass them during the turn.



PROTIP: Set up controlled skids by entering a turn from the outside, quickly tapping the brake, and then maintaining a tire-shrieking skid through the turn.

The same three tough tracks test your driving skills, but Mirror mode spices up the course by converting every left turn into a right, and vice versa. However, the disappointing absence of two-player action diminishes Daytona's competitive intensity.

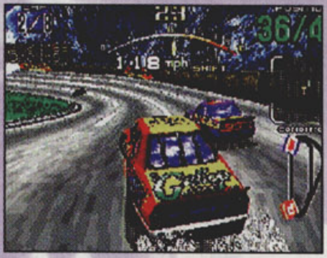
With four views of the action, you can tackle the track any way you like. The controls respond beautifully, providing as much racing realism as a joypad reasonably could. Arcade pros will really miss the steering wheel, stick shift, and steering feedback of the sit-down unit, though.

Saturn Game ProFile
Daytona USA
(By Sega Sports)

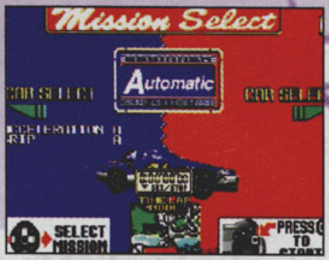
Daytona lives up to the next-generation fanfare with dazzling graphics and riveting racing. With the exception a few minor flaws, this home racer's virtually indistinguishable from the arcade hit.

Graphics	Sound	Control	FunFactor	Challenge
4.5	3.5	4.0	4.5	ADJ. Adjustable

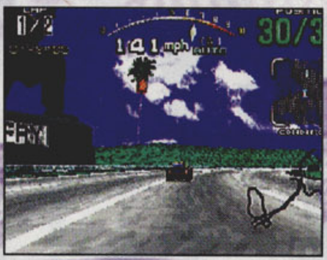
$59.99	3 tracks
CD	4 cars
Available now	Multiple views
Stock-car racing	Multiscrolling
1 player	



PROTIP: Keep your finger on the gas when braking to prevent uncontrolled skids.



When starting out, the Time Lap mode helps you explore a course without interruptions.



PROTIP: If you're stuck in an uncontrolled skid, steer counter to the direction of the skid.

Congratulations!

Victory!

Graphical Overdrive

Gorgeous texture-mapped graphics immerse you in a bright, vivid world of stock-car racing. Your front end even crumples after you wreck, and other excellent details – clouds reflected in your car's windshield, for example – enhance the game's beauty. The graphics aren't flawless, though: Jagged sawtooth edges outline each shape, slightly detracting from the game's realism.

The sound has its own problems. The roaring engines and shrieking tires elevate your pulse, but the cheesy lounge music inspires only nausea.

Gentlemen, Start Your Engines

Daytona pales in comparison with Ridge Racer for the Japanese PlayStation, which takes an early lead with better features, gameplay, and graphics. When Ridge Racer arrives in the U.S. this fall, the two racing luminaries will have a tight sprint to the finish.

Regardless, Daytona's intense gameplay and breathtaking graphics will exhilarate any racing fan. And with adjustable difficulty, these tracks will challenge you for a season or two. G

41
HORNET
HIGH-CLASS

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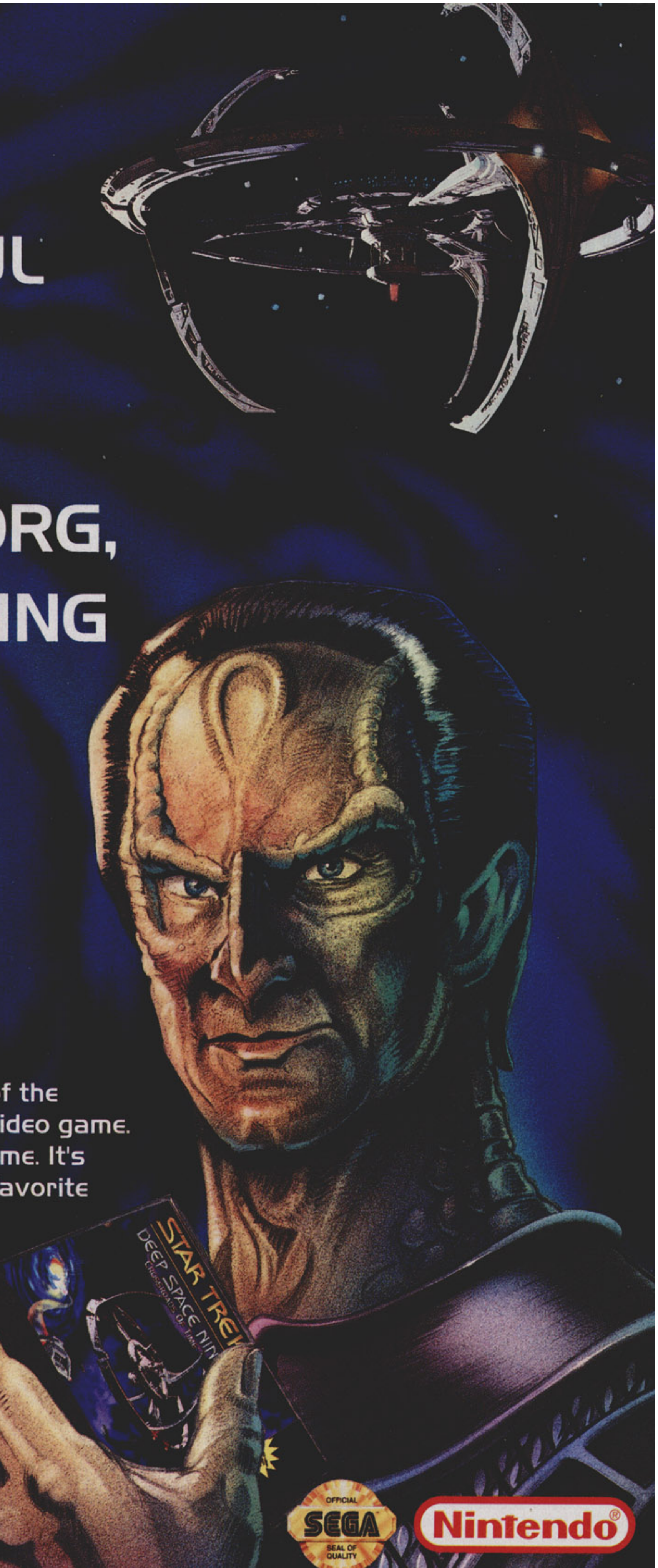

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CLOCKWORK KNIGHT™

By Major Mike

With the Saturn's somewhat rushed domestic release, the dubious honor of reviewing the system's first offerings is now upon us. Games from several genres were in the initial mix of available titles, from racing games (Daytona USA) to fighting games (Virtua Fighter). Clockwork Knight represents the side scrollers. It's far from perfect, but it offers a glimpse at what a similarly themed game could be in the future.

Like Clockwork

Borrowing a page from the handbook of simple plots, Clockwork's story line is the standard you-must-find-the-kidnapped-princess scenario. The twist is you're Pepperouchau, a toy warrior amidst a land of fellow playthings. The action takes place across several huge side-scrolling levels with a boss kingpin waiting at the end of each.

In a series of children's bedrooms, ordinary childhood toys become deadly menaces: Everything from defective alarm clocks to building blocks are after the tenacious Pepperouchau as a monotonous mechanical musical score with very muted sound effects drones on and on. The easy gameplay, in conjunction with the toy-riddled settings, makes Knight most appealing to younger players.

Saturn Game ProFile

Clockwork Knight

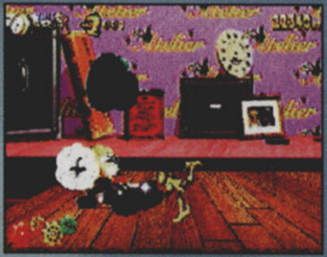
(By Sega)

KIDS TO ADULTS K-A AGES 6+ **The Saturn gets off to a rousing start with this side-scrolling action game. While younger players may stay home for this one, older ones may want to take the Knight off.**

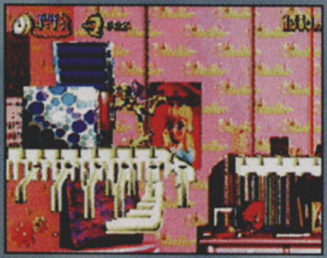
Graphics	Sound	Control	FunFactor	Challenge
4.5	3.5	3.5	3.5	ADJ. Adjustable

$39.99
CD
Available now
Action/adventure

1 player
7 stages
Side scrolling



PROTIP: Defeating the first boss is a breeze. Stay close and rapidly press the Attack button.



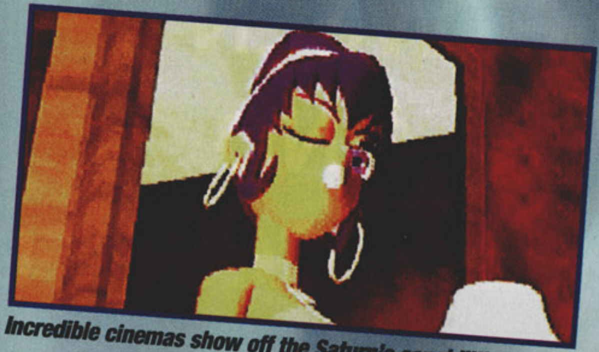
PROTIP: Search every level thoroughly for hidden items.

Simple Controls

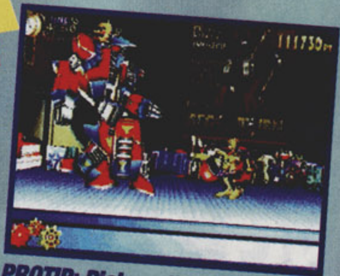
Clockwork uses a 3D wraparound perspective where objects have actual edges and corners that you feel you could almost touch. The main character sprite, however, is very small. Despite incredibly clear, realistic graphics, the game is a little too colorful, and it's easy to get overwhelmed in the surroundings at times – especially with layers of multiscrolling in the background.

Armed with a large skeleton key, the main character can jump, attack with his key, run, look up and down, push objects, and even pick up and throw stunned foes. With such simple attacks, you'd think the controls would be tuned to perfection.

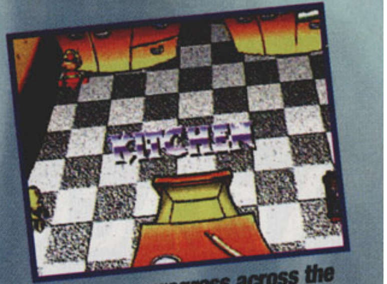
Yet things get dicey when you're near ledges or making particularly high jumps: Pepperouchau has a tendency to slip a little bit. Jumping across cliffs is also problematic because Pep's little feet keep marching to his own beat, making it difficult to register exactly where they are at any given time.



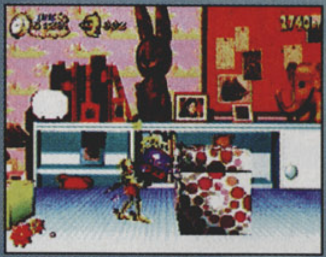
Incredible cinemas show off the Saturn's capabilities.



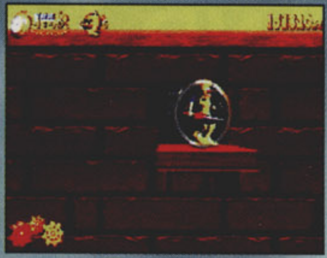
PROTIP: Pick up the objects the second boss drops on you and throw them back at him.



Watch your progress across the various rooms.



PROTIP: Be careful when you carry a stunned enemy – it may suddenly wake up and harm you.



PROTIP: When you find a pipe, don't pass it up. Press Up in front of it to enter a secret level.

Good Knight, Bad Knight

Clockwork is a great-looking game that's too easy. Any replay value is lost on experienced platform gamers. Nonetheless, it's a great showcase for the main Saturn features that will soon be gracing the video screen. G

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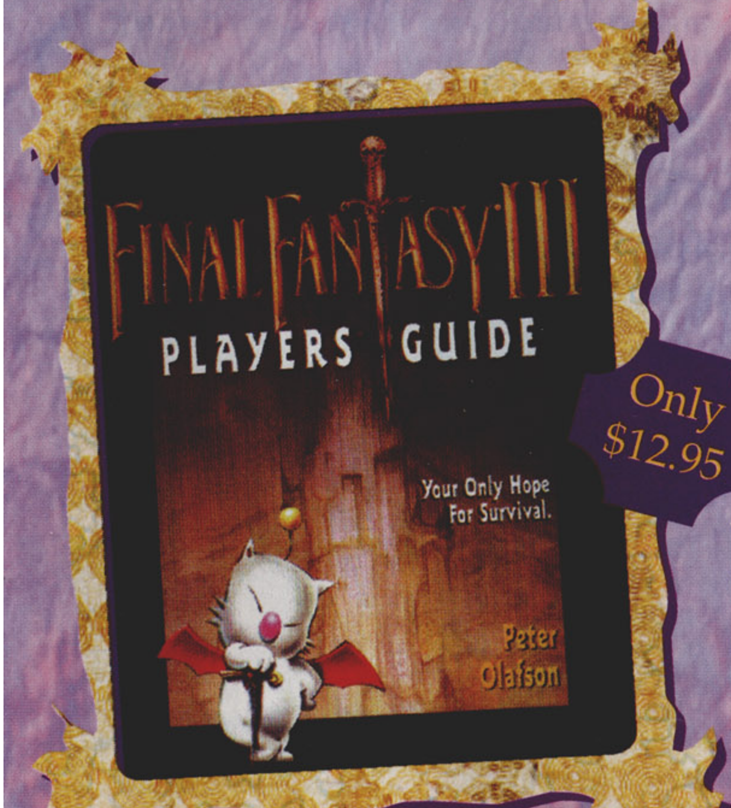

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NBA JAM T.E.

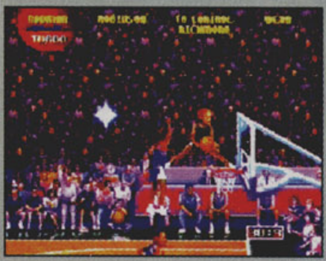
By Air Hendrix

NBA Jam Tournament Edition darts into the 32X end of the court to plant yet another slam dunk. Despite some sloppy rough edges, Jam's classic run-n-gun gameplay brings much-needed excitement to the cart-starved 32X.

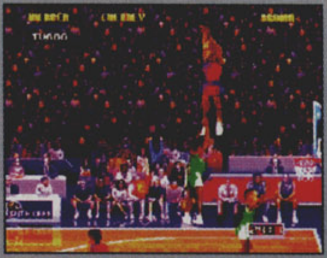
Fancy Moves

Like the Genesis version, this Jam TE features all 27 NBA teams and a Rookies team with three players each. A showy lineup of dunks complements strong features like a Practice mode, player substitutions, and power-ups.

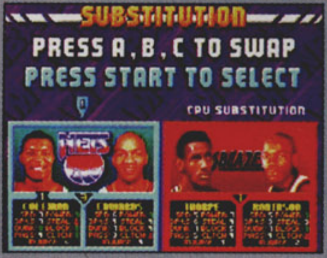
All the intense arcade gameplay made the cut, so you can pluck bounces off the rim, and you have to earn three-pointers. The A.I. puts up a rough defense – you'll spend a lot of time on your butt even with the solid, responsive controls.



Dennis Rodman takes it to the hole!



PROTIP: Send in one player to dunk, then pass to the outside and pop an easy three-pointer.



SUBSTITUTION
PRESS A,B,C TO SWAP
PRESS START TO SELECT
CPU SUBSTITUTION

PROTIP: Bench the player with the most injuries after every quarter to keep your team fresh.

The annoying CPU weasels too many wins with cheesy last-second full-court shots. Even worse, the screen scrolls up too high when the opposing team dunks, which blinds you during blocks and rebounds.

Rejected!

The bright, beautiful graphics heat up the action with well-detailed courts and player sprites. Unfortunately, though the sprites are larger, their heads are disproportionately bigger than their bodies – it's like dunking with Mr. Potato Head! Sadly, the sound fouls out with a garbled announcer who calls the shots from the bottom of a pool, marring that trademark injection of excitement.

Regardless, Jam 32X's gameplay is absorbing enough to overcome these flaws. If you own the Genesis cart, upgrade with caution – but first-time buyers could dribble down either court. **G**

NBA Jam Tournament Edition by Acclaim

Graphics	Sound	Control	FunFactor	Challenge
3.5	2.5	4.0	4.0	INT. Intermediate

$69.95	Side view
32 megs	Side scrolling
Available now	Battery backup
Fantasy basketball	ESRB rating: Kids to Adults
4 players	
28 teams	

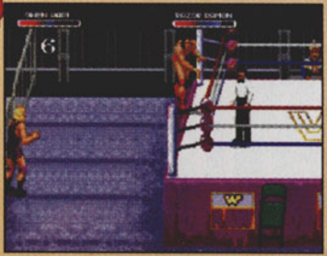
WWF RAW

By Scary Larry

This time, the best of the WWF brawlers meet on the 32X. Although some minor improvements have been made, this version is identical to the Genesis cart.

Raw Deal

With the advanced power of the 32X, it's understandable that 32X owners should be given a much enhanced shot at Wrestlemania. What's not so understandable is why this version is not a much enhanced version of the previous titles.



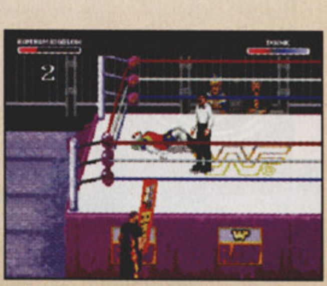
PROTIP: Toss someone out of the ring and whale away on them until the countdown gets to about six. Then stroll back in like nothing happened.

You get the same number of wrestlers, the same mega moves, and the same basic gameplay. Wrestling options include Tag Team, One-on-One or a no-holds-barred, knockdown, drag-out Brawl involving all the wrestlers. But if you've played it all before, what's the point?

32 Y?

The graphical enhancements are minor, and though colorful and quick, the sprites still remain small. The sounds are about the same as the Genesis version. The music doesn't try to be anything special. But then again, it's not like wrestling fans enjoy the opera anyway.

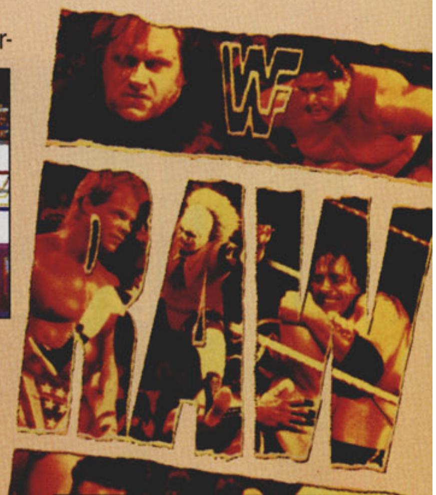
The control is squirrelly, especially when you're playing the tough computer A.I. Grappling and mega moves require patience and practice.

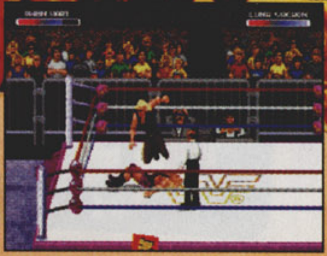


PROTIP: Items like the WWF sign are usable. Try knocking out the ref first, though.

The Throng Remains The Same

With no real improvements, this version of WWF Raw seems a little useless. If you're a 32X owner who's never played, get this cart. But Genesis Raw-sketeers have definitely seen this match before. **G**





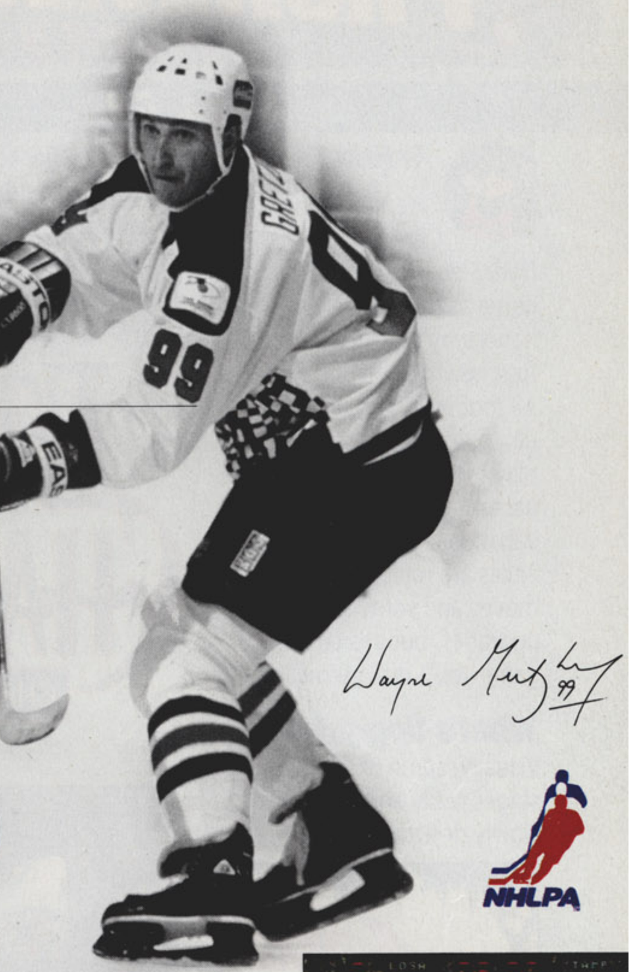
PROTIP: To win the grapples easier, pound your opponent when they're down on the canvas by using a basic button press.

WWF Raw by Acclaim

Graphics	Sound	Control	FunFactor	Challenge
3.5	3.5	3.0	3.0	INT. Intermediate

$69.95	Side view
32 megs	Multiscrolling
Available now	ESRB rating: Kids to Adults
Wrestling	
2 players	

THE GREAT ONE



99
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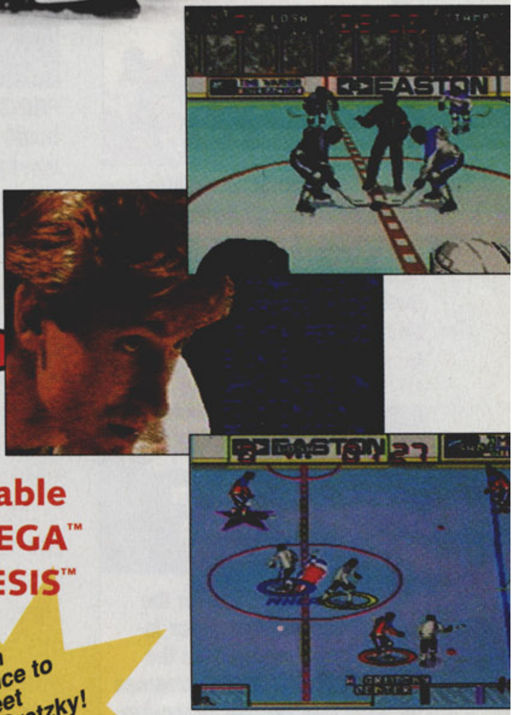
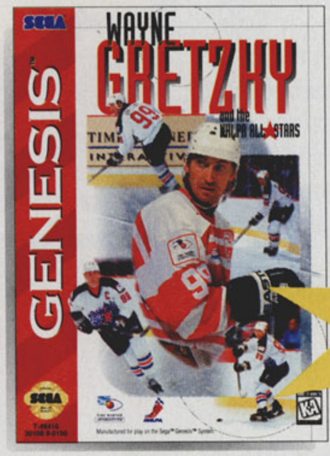


EASTON
EASTON



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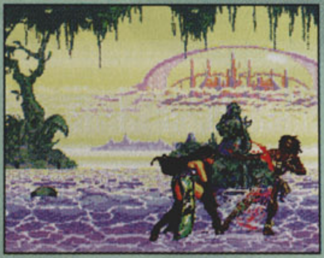
ETERNAL CHAMPIONS
CHALLENGE FROM THE DARK SIDE

By Major Mike

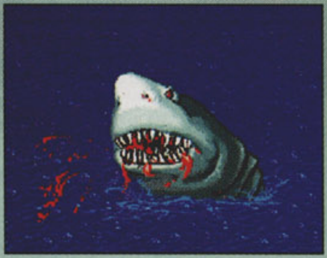
Eternal Champions: Challenge from the Dark Side is almost the same game as the cart version, enhanced by a few new moves, four new fighters for a total of 13 (not including several hidden ones), and three major play modes, including a Tournament game with multiple variations. The main differences are multiple finishing moves and some technical upgrades, but this still isn't a game you'll play eternally.

What's Upgraded

Visually, some of the new stages really shine: A storm slowly destroys Riptide's pirate ship in the background of her stage, and there's a slowly moving train in Dawson's mine stage. The cinematics, while somewhat dithered, are fully rendered sequences and offer a nice alternative to the full-motion, live-action video prevalent on Sega CDs.



PROTIP: Shadow's Vendetta can be done only on the final round. To perform it, stand beside your opponent and tap ↓, ↓, ←, ↓, Button C. Your opponent must be dizzy and have 33 percent or less energy.



PROTIP: To perform the Sudden Death on Riptide's stage, you must position your opponent to the extreme left for the final hit in the final round.

The sounds, unfortunately, haven't changed much. Collision noises for the punches and kicks are basically identical to the cartridge version's. Vocal effects, like taunts and dizzying yells, have been slightly improved. The music is guitar riffs and other rock inflections with a few symphonic pieces thrown in for variety.

Sega CD Game ProFile

Eternal Champions: Challenge from the Dark Side

(By Sega)

MATURE M AGES 17+

This challenge for the Eternal Champions indeed comes from the Dark Side with ghoulish cinemas to show your demise. Otherwise, it's pretty standard one-on-one fighting.

Graphics	Sound	Control	FunFactor	Challenge
3.5	3.5	4.0	3.5	ADJ. Adjustable

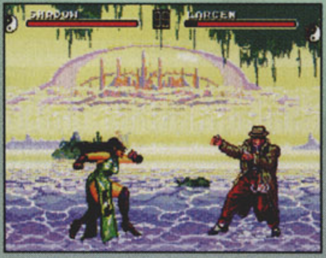
$49.95
CD
Available now

Fighting
2 players
Side view

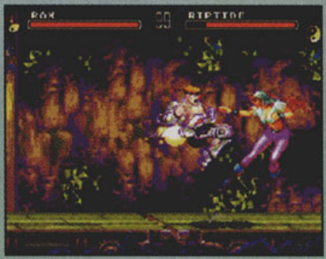
The Horror, The Horror

Mixing charge moves with typical fireball motions for the various projectiles and dash attacks, the controls are generally strong. Most moves are easily accomplished. Yet you can't always execute the special moves at will; some require a full yin yang symbol. There is a decent combo system with some air juggles to help maximize the number of hits.

EC's real hook is its gory stuff: Overkills, Sudden Deaths, Vendettas, and Cinekills. The first two types require that victims stand in certain spots as they take the last hits in the final round. These finishes range from weak (Jetta's car drop) to humorous (Shadow's Godzilla stomp) to nasty (Riptide's hook). While they don't add to the gameplay, they do provide a horrific element. Vendettas are like the MK fatalities – you execute them with certain control-pad motions. An opponent, however, must be dizzy and have 33 percent or less energy.

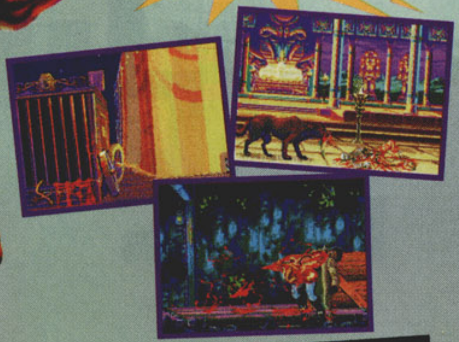


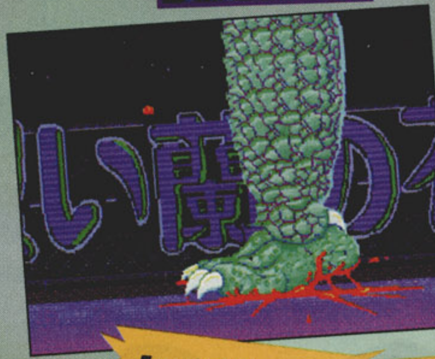
PROTIP: Bat projectiles back and forth repeatedly with deflection moves.



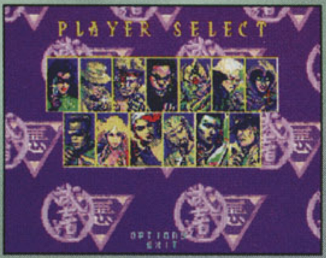
PROTIP: Use across-the-screen hits like Rax's Jet Knee Smash to set up opponents for a projectile or combo.

FINISHING MOVES Gore-alore:





Even Godzilla shows up...well, sort of. Where's the kitchen sink?



This version adds four fighters to the lineup. Several hidden characters are also lurking in the game.

EC Rider

With all that's packed into EC, players will probably be hunting a long time to find everything. Yet instead of taking us to the next level, EC has merely taken us to a different part of the same one. ■

WORLD HEROES 2 JET

The tournament of the millennium begins. Choose from sixteen of the world's fiercest fighters--a Game Boy® record! Connect two Game Boys for the ultimate in head-to-head combat. But be warned: this ain't no kiddie contest.

WARNING: It Has Been Determined That Due To Intense Fighting Action You Will Get Your Butt Kicked.

Super GAME BOY GAME PAK
KIDS TO ADULTS
K-A
AGES 6+

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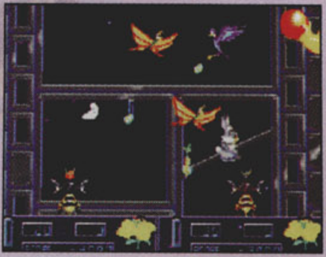
PENN & TELLER'S SMOKE AND MIRRORS

By Captain Squideo

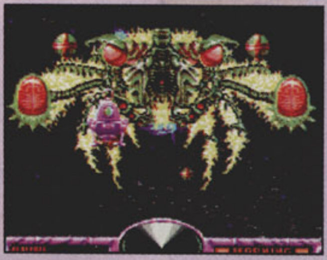
This game isn't for everybody. You'd better like Penn & Teller's wiseguy humor because it's all over these two discs. Second, you'd better have patience because there's not much action in P&T's weird world. There's hip comedy and irreverent magic for the thinking gamer, but little for action fans. If all this sounds appealing, then Smoke and Mirrors will work its magic on you.

Makin' Magic

Smoke and Mirrors is actually six disparate entertainments with P&T's unique spin. These two TV and stage stars offer something for almost everyone: a side-scrolling strategy game, a tedious driving sim that rewards eight hours of 45-mph straight-ahead driving with *one point*, two psychic tricks you play on your friends, and two shooters with jokey payoffs. Some of it's incredibly boring; some of it has one-time appeal; some of it's hilarious. It's a lot like life.



PROTIP: In Buzz Bombers, the larvae are valuable and cost you points if you hit 'em. Aim instead for the bunnies, bluebirds, and other cheery items.



PROTIP: In the regular Sun Scorcher game, nail the Mother Ship in its open mouth.

The game has a unique interface. If you're the owner, you pull up the secret Owner Menu to learn how to set up your friends. If you're the stooge being set up, the Sucker Menu eases you into the tricks until the joke is sprung.

The lengthy set-ups and varied gameplay make the controls immensely complicated; they require patience to handle efficiently. Once they're learned, you can achieve a remarkable variety of effects – you can even work it so you can switch controllers with your sucker if he gets suspicious about constantly losing the shooter game! Now that's entertainment.

Sega CD Game ProFile

Penn & Teller's Smoke and Mirrors

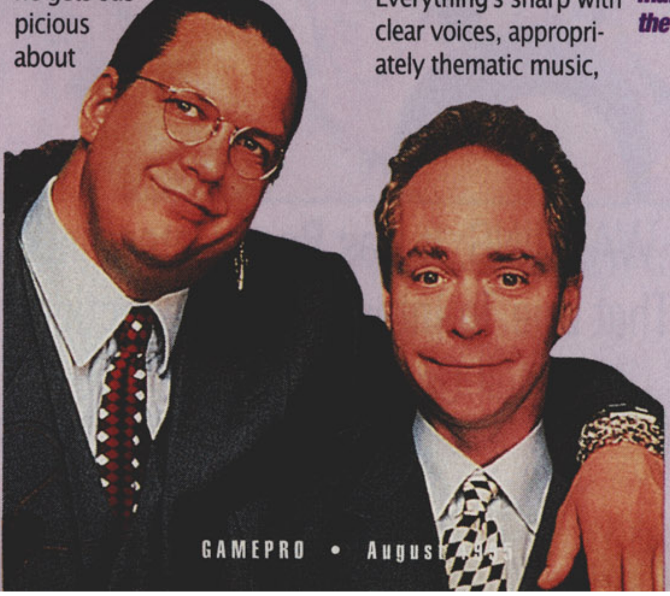
(By Absolute)

Variety is the key here: You get everything from a platform game to a driving sim to interactive magic tricks, all delivered in one hilarious package.

Graphics	Sound	Control	FunFactor	Challenge
3.5	4.0	5.0	4.0	INT. Intermediate

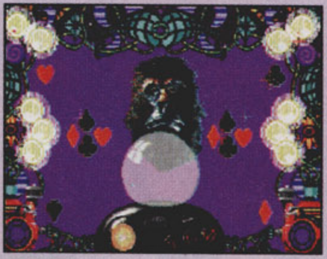
$59.95
CD
Available now
Comedy/magic
2 players

6 games
Multiple views
Multiscrolling
2-disc game



Pick a Card

Like the varied gameplay, the graphics are uneven in their effectiveness. The digitized footage is pretty good, but it doesn't vary much. The side-scrolling game, bus sim, and shooters look standard at best (though P&T's distinctive walks are captured perfectly).



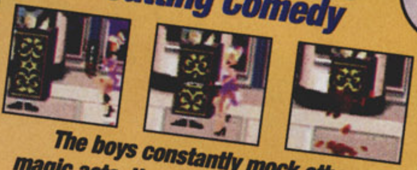
PROTIP: The hardest part of Mofo is smoothly entering the card without the sucker knowing what you're doing. Practice until you can do the moves without pausing.

Where this game soars is in the sounds. Everything's sharp with clear voices, appropriately thematic music, and clever sound effects pulling you into the tricks.

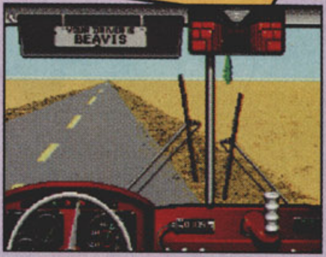
Comic Relief

As hard as it is to categorize, and as hard as it is to master, Smoke and Mirrors is easy to laugh with. The trick is being able to stay with its complicated gameplay long enough to see everything up Penn & Teller's sleeves. **G**

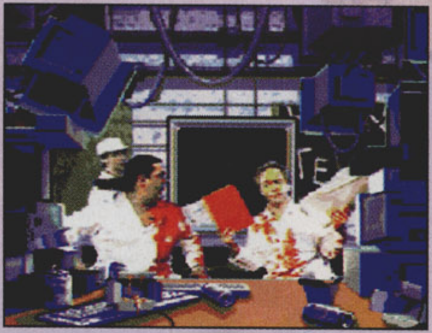
Cutting Comedy



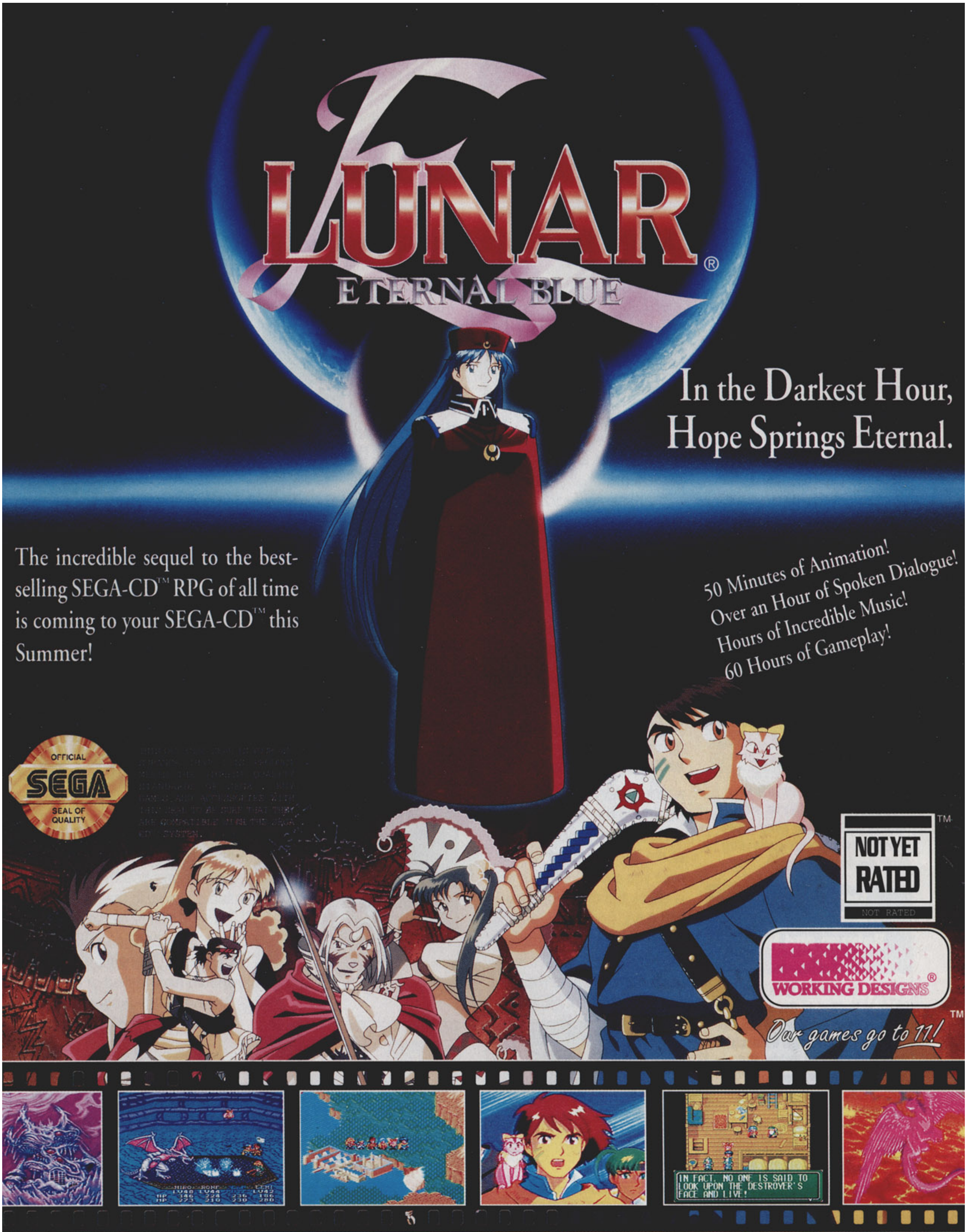
The boys constantly mock other magic acts. Here they show what really happens when a beautiful assistant chainsaws someone in half.



PROTIP: Don't try taping down your controller to win the eight-hour Desert Bus segment. The bus drifts slowly off the road.



PROTIP: When they tell you to read the manual, believe 'em. You can't perform all the tricks without studying first.



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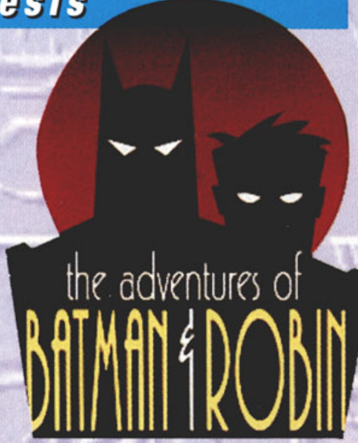
PROREVIEW

Genesis

By Scary Larry

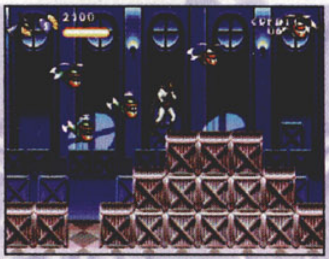
Batman and Robin have found new life thanks to TV's *Batman: The Animated Series.* Now they're starring in their own Genesis video game, but unfortunately, it doesn't live up to the excitement of the TV show.



Winged Terror

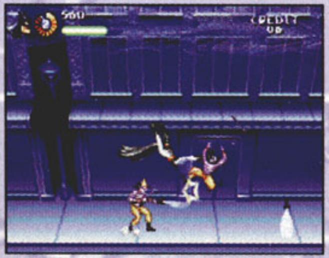
This is Sega's second shot at making the Caped Crusader a viable video game hero. Unfortunately, this Batman and Robin is a standard side-scrolling platform game with great backgrounds from the show but mediocre action.

You play as Batman or Robin in four long levels, running after the Joker, Mr. Freeze, the Mad Hatter, and Two-Face. Each villain wants a piece of ol' pointy ears and his prepubescent pal.



PROTIP: Shoot these grinning grenades while they're still across the screen. They spin when they explode, extending their destructive range.

At the end of each tedious level, you confront a boss, but once you learn their patterned attacks, they're easy to defeat. Getting to the bosses, however, takes patience because of the sheer number of enemies you encounter. Each level is chock full of bat-busting bad guys, from dynamite-throwing mobsters to exploding toy clowns. You'll see more bad guys here than at a political convention, so it won't be long before you're headed to the bat cemetery. The fighting is made more difficult by the unresponsive controls. Jumping and hanging from ledges is tricky and not very productive.



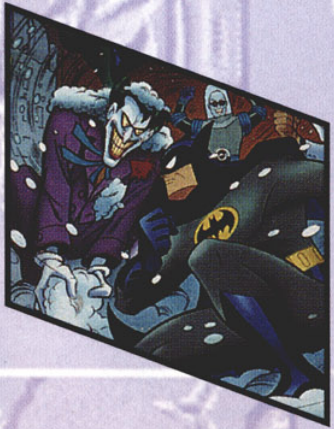
PROTIP: Holding on to ledges to fight isn't smart. Jump up and wait for enemies to come to you.

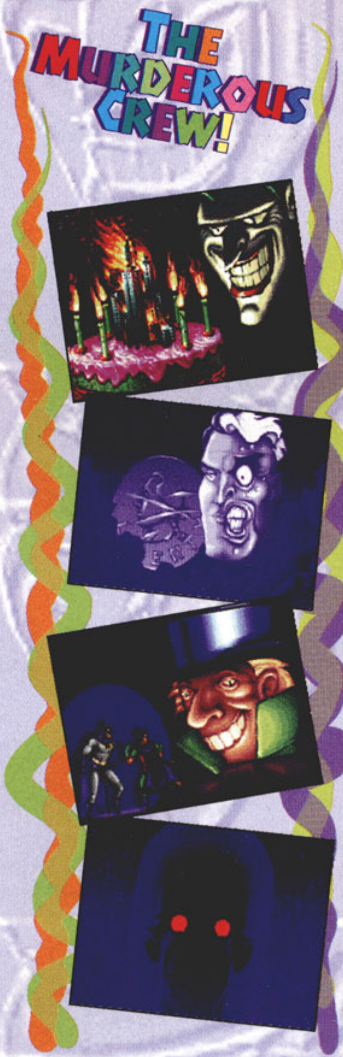
What are your weapons? Good old bat punches and kicks, along with a variety of Batarangs that you collect. Unfortunately, the Batarangs work on a charge system, and while you're charging them, you're susceptible to damage.

Holy Squashed Sprites!

The graphics aren't livin' large. The Dynamic Duo never looked so...helpless! The backgrounds are straight from the show, but the enemies are weird variations of the show's villains. Even the Mad Hatter looks badly illustrated. The other graphics, including the explosions, are eerily reminiscent of Contra: Hard Corps.

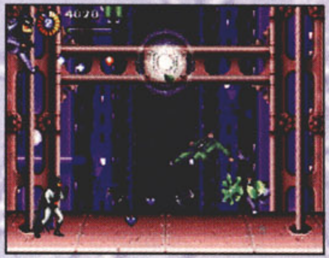
The music and sound effects are equally disappointing. Repetitive techno disco fills the scenes, and the punches and kicks sound like snare drums. The trademark Batman theme music is nowhere to be found.



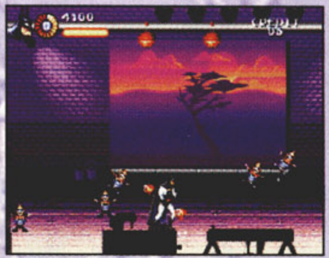

THE MURDEROUS CREW!

Batman Forever?

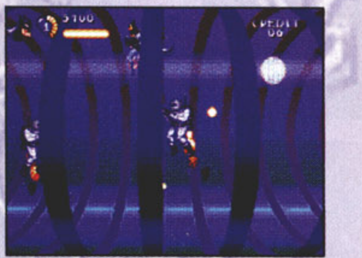
The Adventures of Batman and Robin on the Genesis just doesn't give you the special superhero rush that it should. Larger-than-life comic-book heroes deserve larger-than-life treatment. Batman and Robin should have chilled in the Batcave a little longer. G



PROTIP: In Two-Face's first stage, stay close to the green-suited villains as you nail them. They give up precious hearts.



PROTIP: Watch out for the exploding track lights in the Mad Hatter's stage. They're the most destructive weapon.



PROTIP: In Mr. Freeze's chamber, shoot these frosty fiends as you circle them. Their ice bubbles follow you all over.

Genesis Game ProFile

The Adventures of Batman and Robin

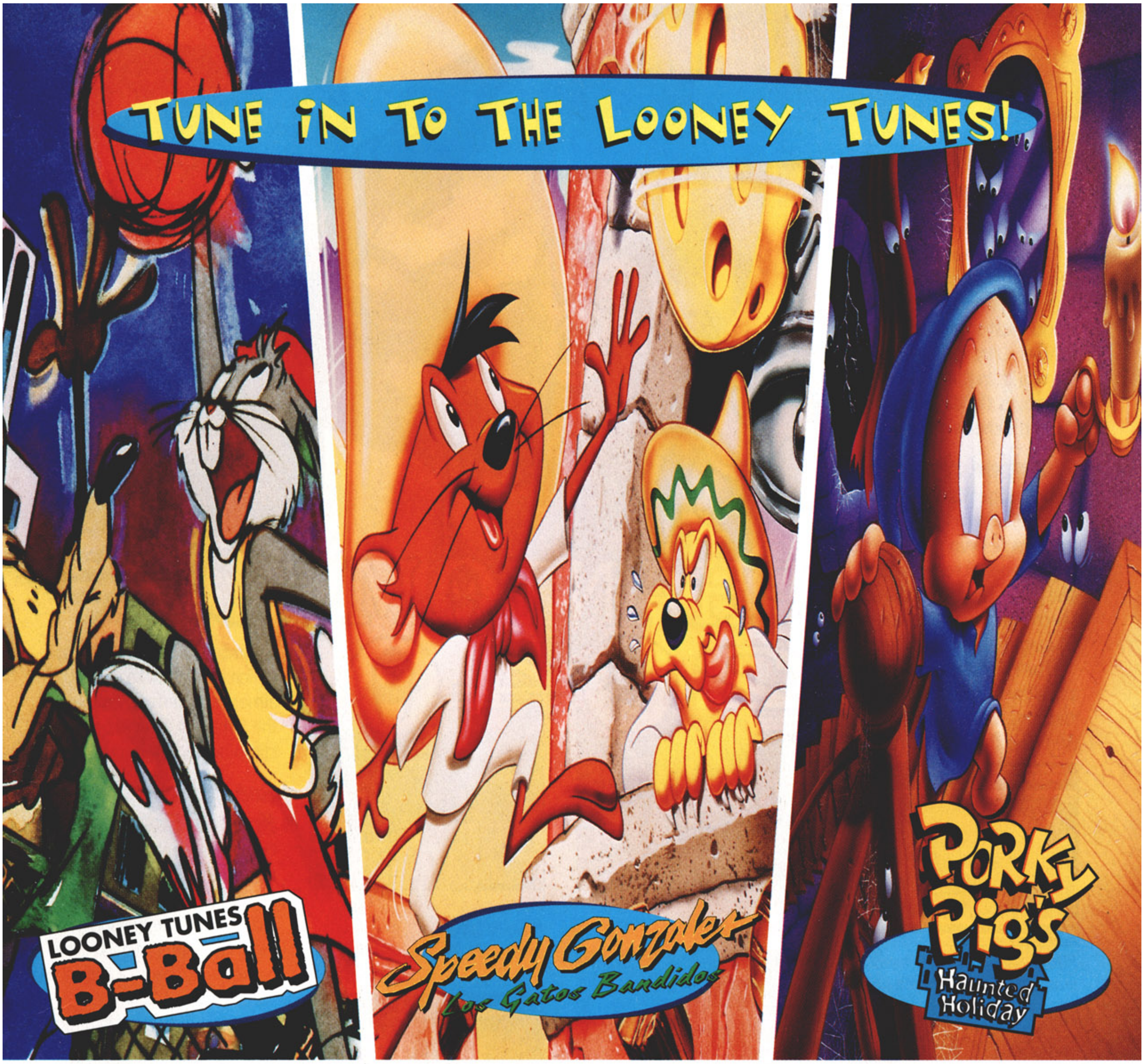
(By Sega)

KIDS TO ADULTS K-A AGES 6+

Animation fans who thrilled to the straightforward style of the Fox animated series will no doubt love Batman and Robin. But platform purists, beware! This game is harder than the Batmobile's fenders.

Graphics	Sound	Control	FunFactor	Challenge
3.5	3.0	3.0	3.5	ADJ. Adjustable

$59.99	2 players
16 megs	Side view
Available now	Multiscrolling
Action/adventure	4 levels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LOONEY TUNES B-Ball
Speedy Gonzales Los Gatos Bandidos
Porky Pig's Haunted Holiday

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KIDS TO ADULTS K-A AGES 6+

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PHANTOM 2040

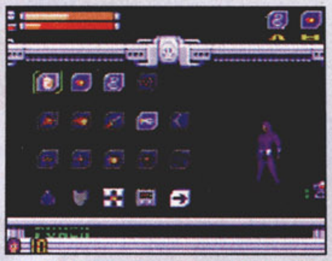
By Atomic Dawg

The Phantom has been a comic-strip hero for decades. Now he's called upon to save the world's last surviving black panther...and foil a plot to rule the world. In the process, he also saves the day for action-starved Genesis players.

Phantom's Punch

If you hunger for a 16-bit challenge, Phantom 2040 is a feast made even more satisfying by lengthy replay value. The game is organized into seven nonlinear chapters with 60 stages and 20 endings.

The Phantom himself sports a healthy replayability factor. Weapons masters will have a field day: The Phantom's inventory screen holds 19 weapons and power-up items, and you can arm both hands.



PROTIP: The inventory holds 19 weapons. Some are nice toys, some are critical.

PROTIP: Although they may look alike, some Biots are tougher than others.

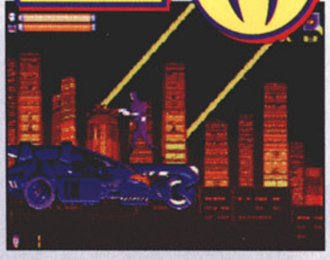
Genesis Game ProFile
Phantom 2040
(By Viacom New Media)

At this point, any solid side-scrolling action game looks good to cart-starved Genesis owners. Fortunately, Phantom is exceptional.

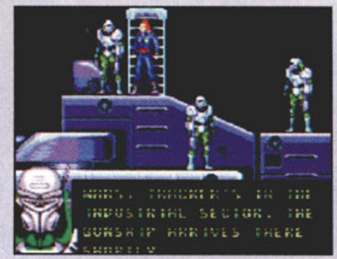
Graphics	Sound	Control	FunFactor	Challenge
4.0	4.0	5.0	5.0	INT. Intermediate

$59.99
16 megs
Available now
Action/adventure
1 player

7 chapters, 60 levels
Side view
Multiscrolling
Passwords
Multiple endings



PROTIP: Crossing these cars may require a leap of faith.



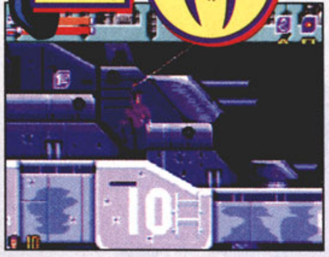
Your enemies are many. Each one leads to a different story line.

A Biot Riot

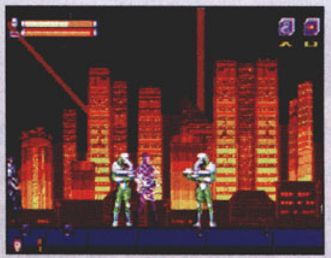
Evil is out in force, primarily in the form of pugnacious Phantom-pursuing cyborgs called Biots. You must punch or blast through the challenging Biot hordes, whose weapons track you everywhere. You also run up against feisty mechanical bosses, but they don't vex you as much as the regular troops.

When the going gets really tough, you can sometimes get going with vehicular Bioticide. Weird craft like the Phantom Walker spice up the action.

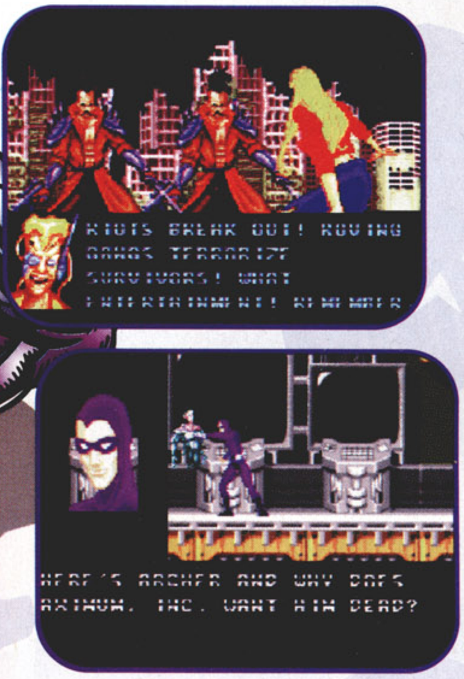
The crisp controls generally save your purple behind with aplomb. The Inductance Rope, which you shoot to stick to almost any surface, enables the P-man to do some mean climbing and swinging.



PROTIP: Use the Inductance Rope to investigate overhead structures for useful items like this 1-up.



PROTIP: When you're trapped by Tracker's electric net, you can't move, but you won't take too much damage...at first.



BIOTS BREAK OUT! ROVING GANGS TERRORIZE SURVIVORS! WHAT ENTERTAINMENT! REMEMBER

HERE'S ARCHER AND WHY DOES AXIMUM, INC. WANT HIM DEAD?

Slick story screens tell the sometimes-depressing tale of the year 2040.

See No Evil, Hear No Evil

Phantom's graphics are typical side-scrolling stuff, but they're solidly crafted. The sprites are sharp, and the animation moves them like wild. The dark, urban backgrounds create a surreal atmosphere.

The sounds are a real jungle boogie. The effects are minimal but high volume, and the music rocks big time.

With the time between new Genesis games growing steadily longer, a solid action/adventure cart like Phantom 2040 is a sight for sore eyes and a great workout for idle hands. Go rumble in the jungle with "The Ghost Who Walks." G

PROTIP: Swing and kick to bust open some electronic doors.

PROTIP: When you find yourself jumping into major trouble, hit Start to swap weapons in midair.

PROTIP: You're invulnerable in any vehicle.

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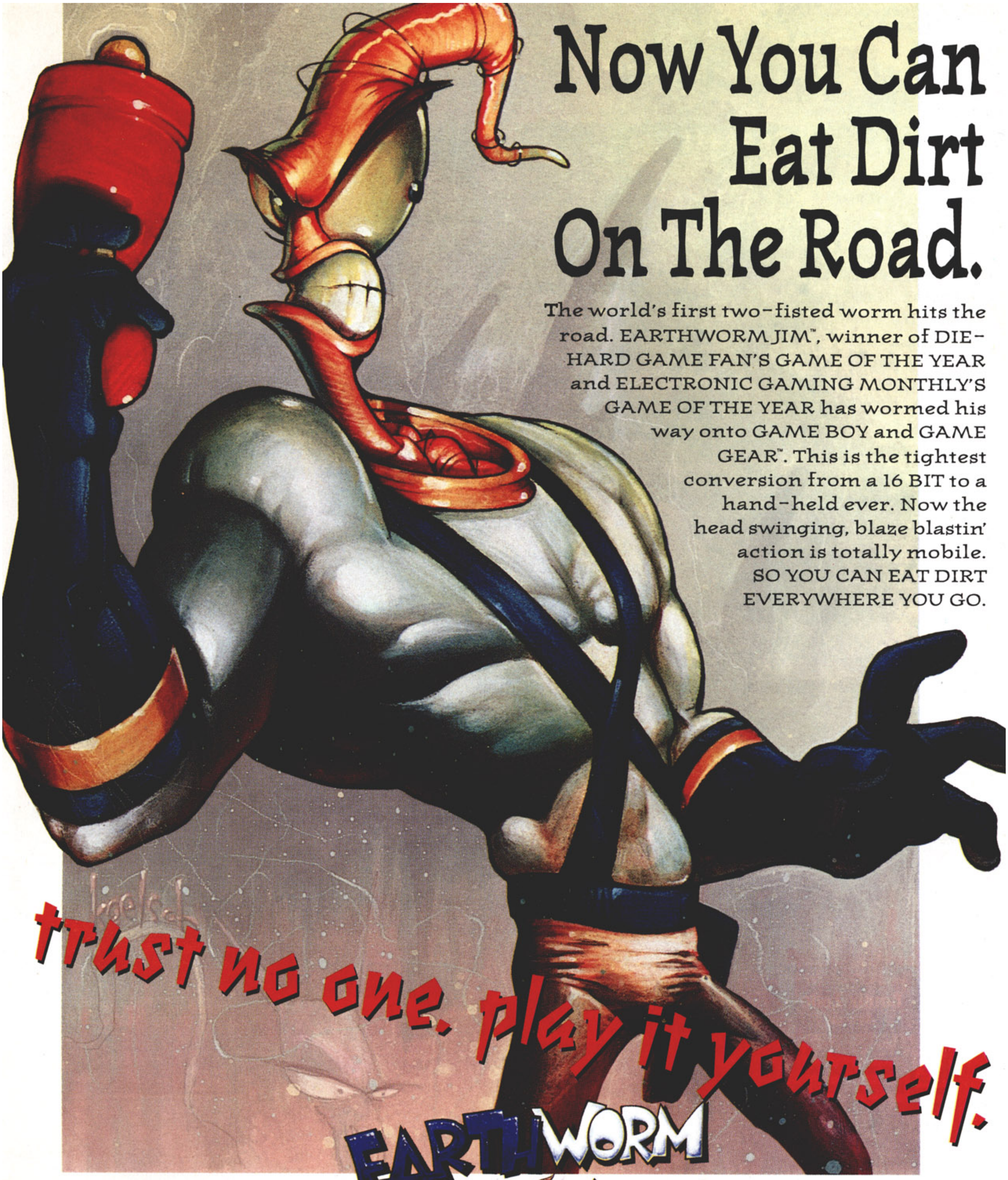
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PROREVIEW

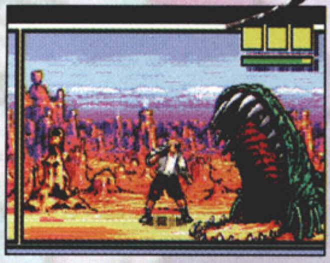
Genesis

By The Unknown Gamer

Comix Zone tries to do what no game has really done successfully to date: Capture the authentic look and feel of a comic book and make it come alive in a game. Despite gorgeous graphics and a clever page-by-page layout, the game's erratic controls and repetitive gameplay hold it back.

Page Turner

You're Sketch Turner, a comic-strip artist. When Mortus, a comic villain, warps from your strip into the real world, you're warped into the Comix Zone. To stay alive, you must maneuver through the comic strip's six pages.



PROTIP: This dino's jaws on page five are easily destroyed with a bomb. If you take it on hand-to-hand, the jaws eat you up.

Genesis Game ProFile

Comix Zone

(By Sega)

Comix Zone is a game you want to love for its innovation and clever graphics. Unfortunately, looks aren't everything. Monotonous gameplay and problematic controls make this one anything but comical.

Graphics	Sound	Control	FunFactor	Challenge
5.0	4.0	2.5	3.5	INT. Intermediate

$69.99
16 megs
Available July
Action/adventure

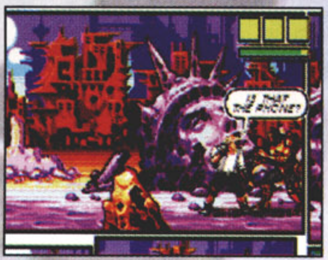
1 player
6 levels
Side view
Multiscrolling

Each Comix Zone page is laid out as a series of panels just like a real comic. To complete a page, Sketch must fight his way from panel to panel. The challenge in each panel is to bust up enemy gangs, solve simple puzzles, or sometimes to accomplish both.

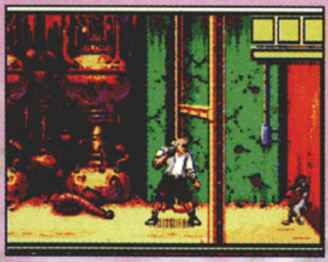
Comix Combat

The combat in each panel is basically hand-to-hand, beat-em-up style. Sketch has a nice assortment of moves, including punches, kicks, jump kicks, blocks, and a shoulder ram. Too bad the controls are imprecise and somewhat unresponsive. Sketch can't move rapidly around the panel, and button slamming yields unpredictable results.

Sketch gets erased via a simple damage system. He can pick up several power-ups, including one that summons his trusty rat pal, Roadkill, who gets him out of several jams. Prepare to die and die and die – often unpredictably from hidden mines and the like.



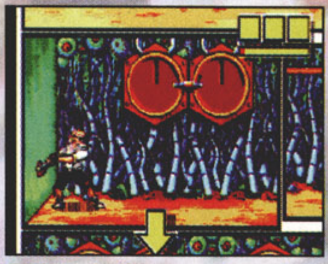
PROTIP: Back enemies against the side walls and pummel 'em.



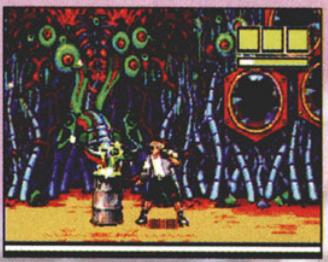
PROTIP: In the fan room at the beginning of page two, let Roadkill go, and he'll crawl under the fans and turn them off. Then you can disable them with punches and kicks.

Although you'll confront quite a few kinds of enemies, the battles grow annoyingly repetitive all too quickly. And the puzzles are limited to simple problems such as flipping the correct lever to open a door.

Comix Zone's rock-n-roll soundtrack is cool, but the game's graphics are really in another zone. The page-by-page level design is a bona-fide visual innovation that looks great with gorgeous background graphics in each panel. Slick-looking enemies and obstacles give the game an authentic comic-book look.

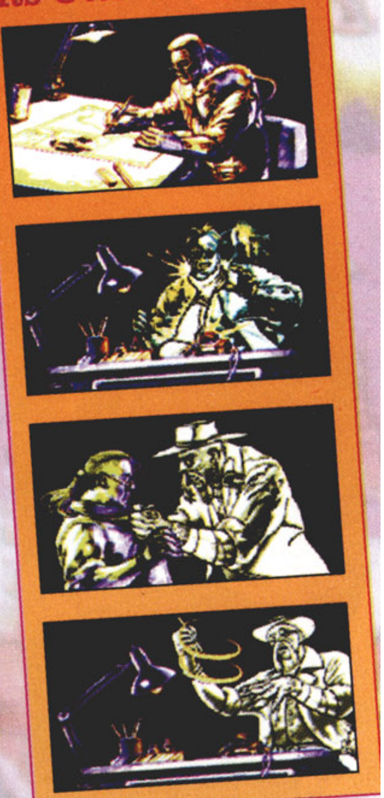


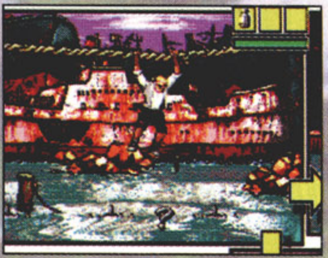
PROTIP: In the second panel, when you reach this clock lock, maneuver the arrows until they point at the center blue line.



PROTIP: When you fight the angry mother alien at the end of page two, jump behind the steel barrel, let the alien's fire light the barrel, then push it under her.

Comix Zone Has Its Own Storyline





PROTIP: At the beginning of page six, drop down to get these question-mark power-ups, but land directly on them. Hidden mines are in the water on either side of the power-ups.

Panel Discussion

You really want to love Comix Zone for its original elements, but after a few panels, the honeymoon's over. Although the game gets a thumbs-up for its clever format, the developers need to go back to the drawing board to work out better controls and add variety to the gameplay. **G**

NO PAIN NO GAIN

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558G1

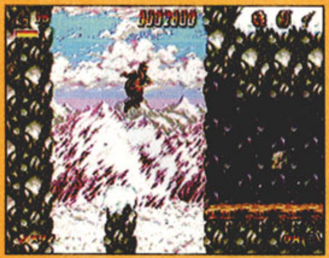
INDIANA JONES' GREATEST ADVENTURES

By Captain Squideo

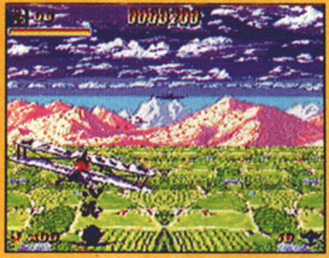
The whipman cometh. U.S. Gold has smoothly ported over 1994's SNES version of the game, making Indiana Jones' Greatest Adventures a welcome addition to the shrinking list of new Genesis games.

Screen Scene

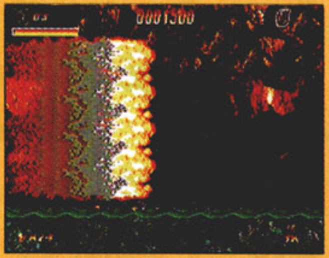
If you know the SNES game, you know this version right down to every crawly spider. Greatest Adventures follows the plots of the three Indiana Jones films, taking you from the boulder chase of *Raiders* to the Holy Grail in *Last Crusade*. In between are assorted run-n-gun adventures with three fast-paced behind-the-vehicle steering levels added for diversity. While not revolutionary, the gameplay is certainly never boring.



PROTIP: Just before you reach the last hunter in the Nepal level, drop down the snowy chasm into a secret passageway that leads to goodies like hearts and weapons.



PROTIP: Swing your biplane from corner to corner in Europe to avoid the onrushing fighters.



PROTIP: Listen for sonic clues that tell you when to duck below the charging flames in Venice.

The game's sharp controls make Indy an easy hero to like. He cracks the whip, fires a pistol, tosses grenades, and throws punches with precision and power. Add in his various driving and flying abilities, and Greatest Adventures is almost a showcase for the Genesis controller.

Raiders of a Lost Art

The visuals and sounds only partially survived the transfer to the Genesis. The graphics are identical to what you saw on the SNES: colorful, diverse backgrounds, pinpoint detail, and movie scenes between levels. Unfortunately, the sounds aren't of the same caliber. The familiar music is thin, and the voices are more muffled.

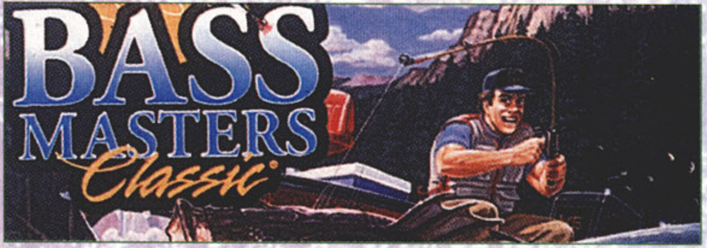
Indy's followers probably won't mind the game's few flaws. This is a game that fans want to like, and they undoubtedly will. It isn't a hard game, nor is it a 16-bit breakthrough, but it is entertaining. Visit Indiana for a fun vacation. G

Indiana Jones' Greatest Adventures
By U.S. Gold

Graphics	Sound	Control	FunFactor	Challenge
				ADJ.
4.0	3.5	4.5	3.5	Adjustable

Price not available
16 megs
Available now
Action/adventure
1 player
28 levels

Multiple views
Multiscrolling
Passwords
ESRB rating: Kids to Adults



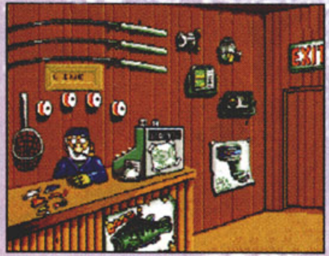
By Scary Larry

Genesis owners haven't been left out of the pond by T•HQ, which is reeling in devoted fishermen with Bass Masters Classic. Unfortunately, few others will play to the finish.

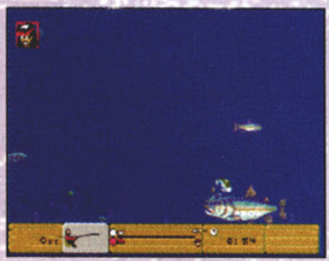
The Reel World

The action gets fishy in BMC for the Genesis. Basically, you must weigh in more bass than anyone else. At your disposal is a helpful bait shop, where you learn about rods, reels, lures, and boat engines. You can also purchase Fish Finders, electronic tracking devices that help you find your bass from a hole in the ground.

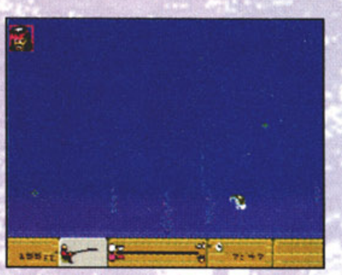
You can pick from a larger selection of anglers than the SNES version had. You also get a practice pond and a full rundown on the day's catches from other anglers.



PROTIP: Listen to all the advice from the godfather of sole, the bait shop owner, no matter how fishy it sounds. Much of the information is useful.



PROTIP: Watch out for other nonessential fish. You don't get credit for them.



PROTIP: Don't cast out too far. The arduous struggle to bring in the fish will snap your line.

The graphics and sound are as murky as a Louisiana pond. You'll see a lot of water, both deep and shallow; the difference is noted with an abrupt color change. The sound is stripped down to bubbles and the noise made when you're casting your reel. Gone is the familiar click of the line drawing in.

As for control, real fishing is easier than this. The Fish Finder is inaccurate, the casting can be ridiculously off-course, and there are long boring stretches while you wait for bass to come around.

Yawn Spawn

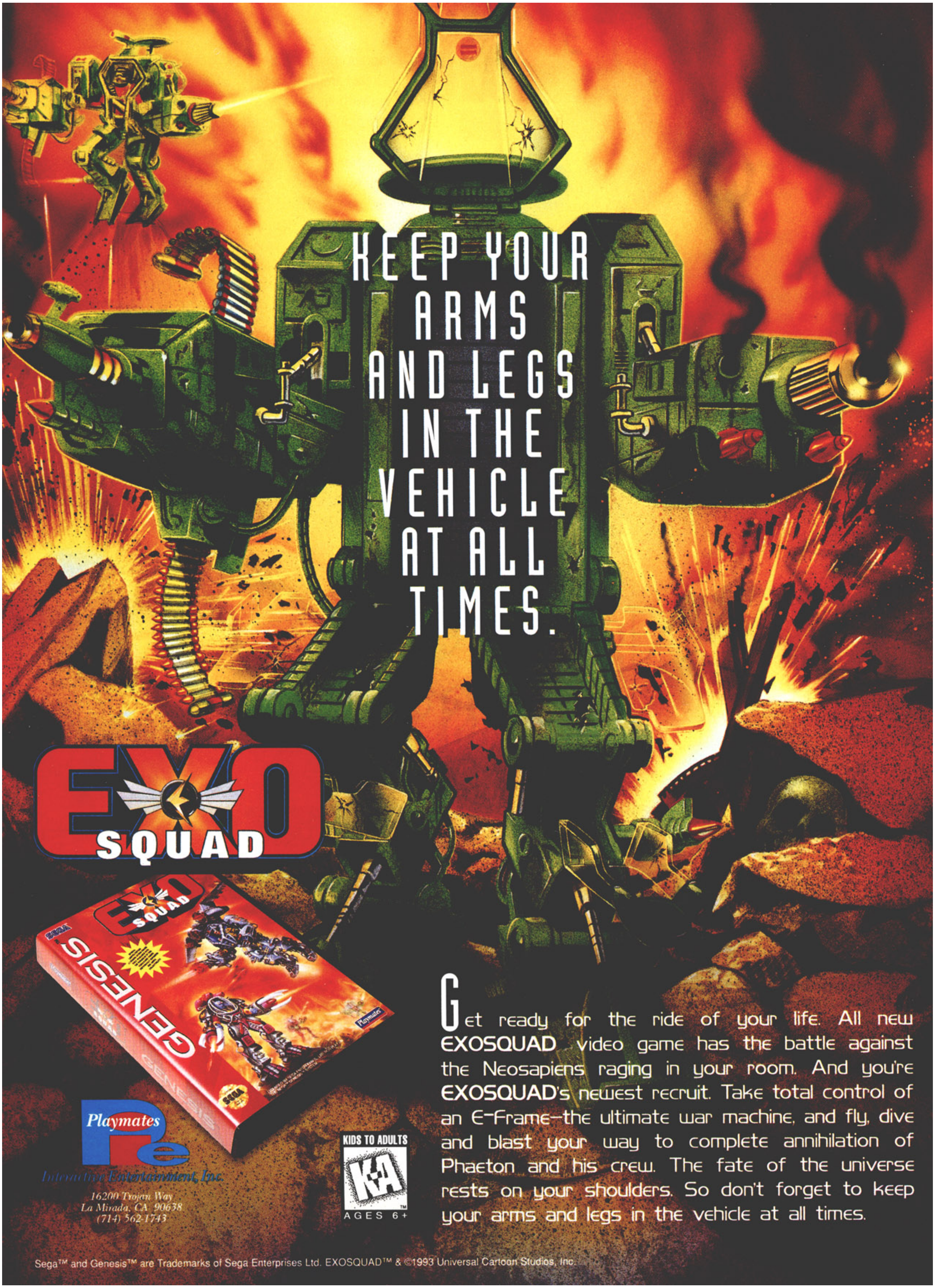
With so few enhancements, Bass Masters Classic is no classic at all, but more a bottom-dwelling mud-sucker for all but the most hardcore fisherfolk. You'll find more exciting fish fun at a seafood restaurant. G

Bass Masters Classic by T•HQ

Graphics	Sound	Control	FunFactor	Challenge
				ADJ.
2.5	2.5	2.5	2.5	Adjustable

$64.95
16 megs
Available now
Fishing
1 player

First-person view
Multiscrolling
ESRB rating: Kids to Adults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PROREVIEW

Super NES

By Andromeda

Thanks to their fanatic fans, last year's Power Rangers SNES cart was a big hit. This newest game is an improvement over the first with better graphics, the updated Power Rangers, two-player simultaneous fighting, and the theme from this summer's *Power Rangers* flick.

Ranger Dangers

As in the movie, the Rangers are trying to track down Ivan Ooze and destroy him and his deadly fortress. The seven stages of side-scrolling hack-n-slash, beat-em-up action include romps through city streets, a battle on top of an airfield, and even some snowboardin' action.

Fans will note that the Ranger configuration this time around includes the Blue, Yellow, Red, Pink, Black, and White Rangers (no more Green Ranger). Players can choose to play as any Ranger, and they can swap Rangers with each new stage or continue. Each Ranger has a simple repertoire of moves – they can punch and kick from standing, crouching, and jumping positions – and their own signature move. The moves are simple to execute, and the controls are easy enough for even the youngest Power Ranger fans.

Go, Go, Power Rangers

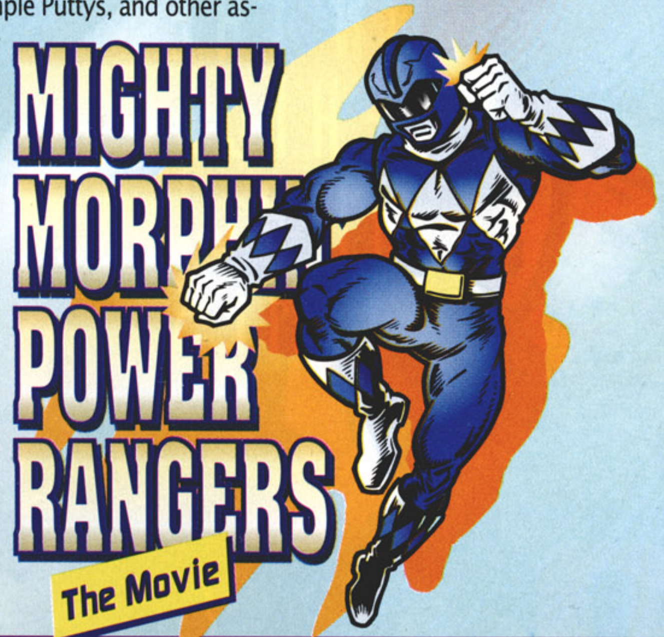
Large, classy Ranger sprites, ample Puttys, and other assorted Ranger enemies (like Mirror Maniac) are nicely complemented with visuals like a snazzy morphin' zap that uses the real Rangers' digitized images. The action in most stages happens on two planes, and the Ranger hops back and forth via the right and left triggers. This effect adds depth to what would otherwise be pretty two-dimensional backgrounds.

The sounds are tinny, but you get the trademark theme music and a nice assortment of explosive sound effects. Not that exciting, but fans of the show wouldn't have it any other way.

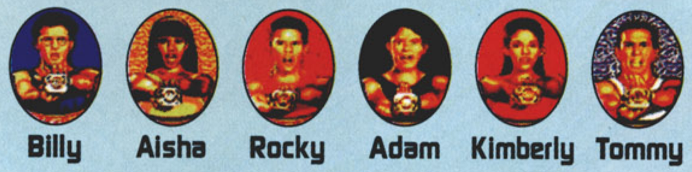
Mighty Morphin' Madness

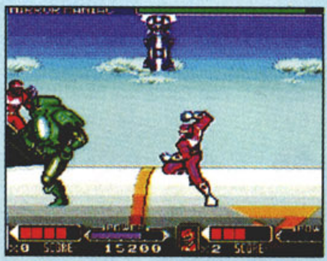
The gameplay is slightly tougher in this game, but it's still easy enough for the Rangers' main audience to handle. A Hard mode makes this game a decent romp for intermediate gamers, but the game's most fun as a two-player simultaneous battle.

All in all, Power Rangers gets the thumbs up: great license, good gameplay, and a little something to please everyone. Power up! G



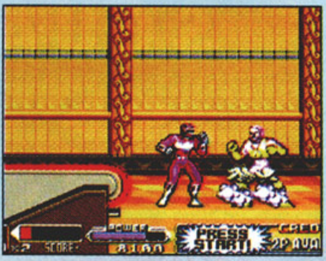
Pick a ranger, any ranger...



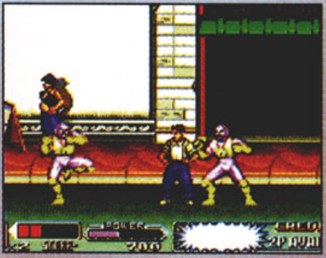


PROTIP: It's easy to defeat the first boss, Mirror Maniac. Just anticipate where he'll appear, then immediately punch him. Repeat until he's history.

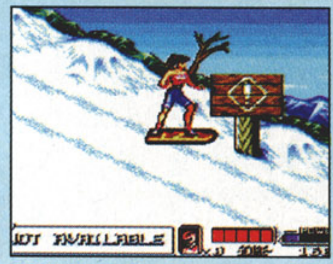
PROTIP: Use the old two-player trick: Plug in a second controller, and when your first Ranger is about to die, hit Start on Controller Two.



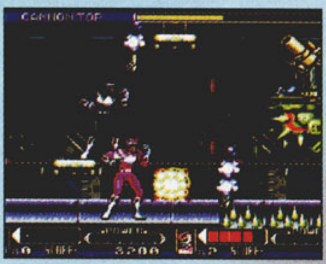
PROTIP: Watch for falling signs and other debris.



PROTIP: Don't let Puttys surround you.



PROTIP: During Stage 3, watch for the signs that warn of a jump coming up. If you miss a jump, you lose a life. Also, prepare to duck under spiked passageways.



PROTIP: To defeat Cannon Top, stand to the right on the platform and punch him when the platform is near. Dodge the bombs and zap him when your Power Meter's full.

Super NES ProFile

Mighty Morphin' Power Rangers: The Movie

(By Bandai)

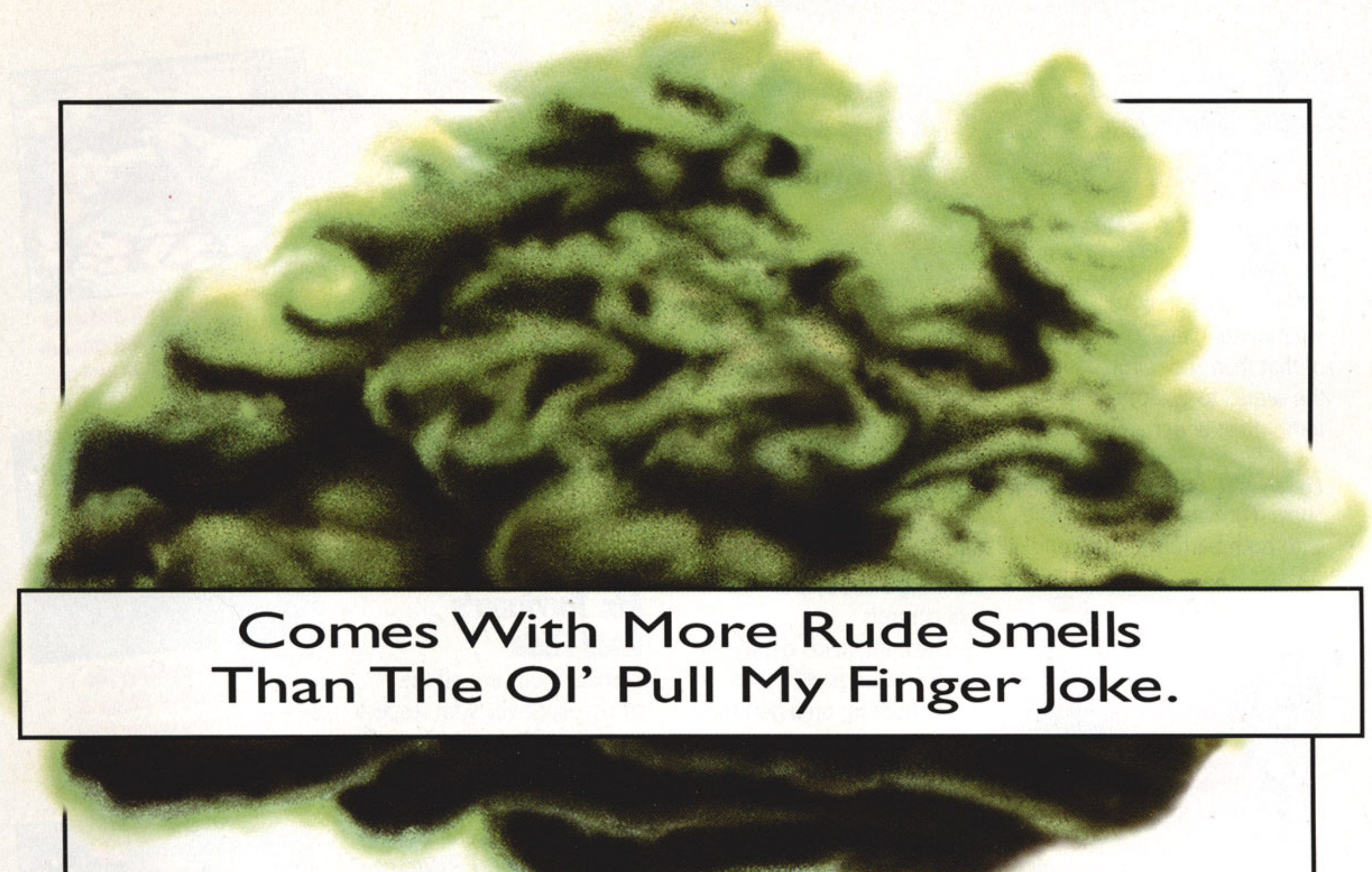
KIDS TO ADULTS K-A AGES 6+

Get ready to "Go, Go, Power Rangers" one more time. With better gameplay, better Ranger graphics, and two-player simultaneous action, this sequel's perfect for fanatic fans and a fun once-through for other gamers.

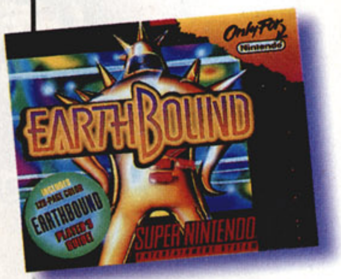
Graphics	Sound	Control	FunFactor	Challenge
4.0	4.0	4.0	4.0	BEG. Beginner

Price not available
12 megs
Action
2 players

7 stages
Side view
Side scrolling



Comes With More Rude Smells Than The Ol' Pull My Finger Joke.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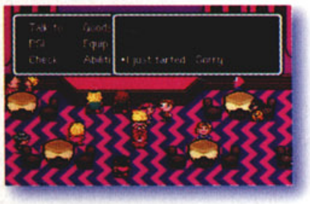
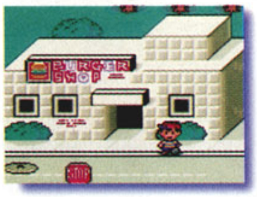

Talk to
Goods
PSI
Equip
Check
Abilit

•I just farted. Sorry.

The monsters aren't the only ones who can reek. Maybe one of your friends boiled off some bad air.

You've never seen or smelled a Role-Playing Game like this! • Shortly after the government tries to cover up a sudden outbreak of criminal behavior all over the world, a "horrific meteor shower" and hordes of reeking, belching monsters turn up. • You'll travel to different towns, across new worlds, and through time to face Giygas, the evil, time-traveling alien who is to blame for all the mess. Each EarthBound Game Pak comes with a free 128-page Player's Guide loaded with info about where the best grub is, who to hang with, and what you need to avoid. Keep it nearby though, because the lowdown on all those heinous monsters will come in quite handy. If they get too close, open a window fast, because some of 'em are more than ripe. • But the adventure doesn't start until you do. Grab some air freshener and start sniffing around for an EarthBound Game Pak.



Sell out your allowance for a burger or slice of pepperoni pizza when you need a boost of energy.

It's the first Role-Playing Game that stinks.

Nintendo®

Super Turrican 2

By Major Mike

The Super NES is alive and well, and what better game to remind us of that than Super Turrican 2, the sequel to one of the system's most underrated games.

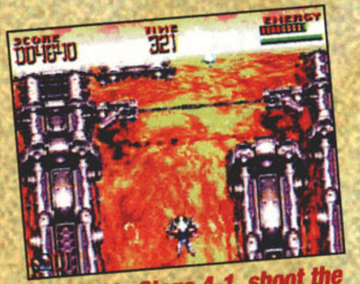
Kitchen Sink Included

Super Turrican 2 comes out with both barrels blazing and doesn't let up for a moment. This cart has everything – excellent explosions, gigantic bosses, multiple weapons, stunning visuals, and flawless controls.

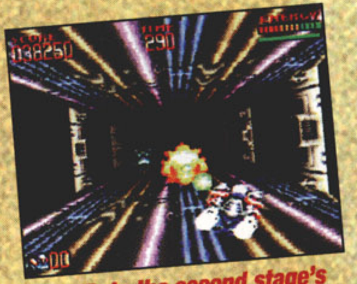
The battlefields depict various settings: Whether you're fighting on a bombed-out high-rise or a pirate spaceship, side-scrolling shoot-em-up fans will find plenty of challenges against an army of foes. Driving and shooting sequences add further diversity: One of the shooter scenarios bears a striking resemblance to Axelay, as you fly over a fiery planet.

Veteran Turrican players will also find a new piece of hardware – the grappling hook that lets you grab onto low ceilings and scale walls. And you can net hard-to-reach items.

Turrican's control is flawless, and you can also configure the buttons. You'll want to configure your top two buttons for the grappling hook and freeze beam: In several instances, you must scale buildings and fire simultaneously.



PROTIP: In Stage 4-1, shoot the horizontal bars that block your path. You'll lose a life if you're pinched off the screen.

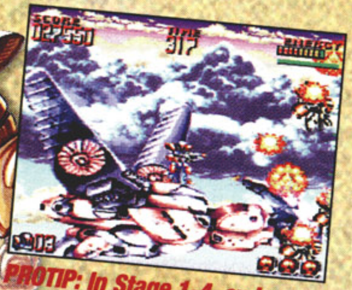


PROTIP: In the second stage's driving sequences, stay away from the walls – touching them rapidly diminishes your life bar.

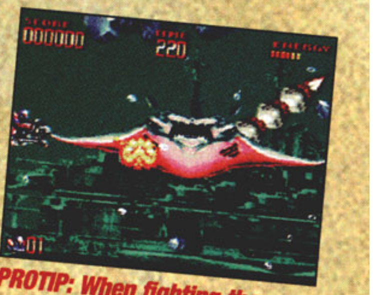
Mr. Turrican's Wild Ride

Turrican pulls out all the stops, especially with respect to the graphics and sounds. Explosions, Mode 7 effects, and a barrage of sprites provide a colorful eyeful. Some driving sequences – like the water spiral sequence – almost induce motion sickness. Fine details, such as the spent shells that pop out of your weapon with each fired round, are especially cool.

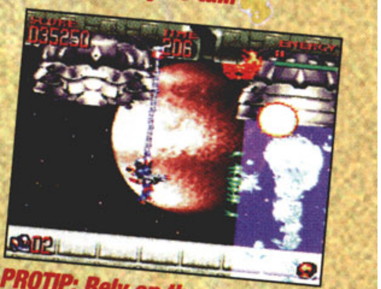
The symphonic overtures in the early stages sound more like ActRaiser than a blistering shootout. The later stages set the musical mood with militaristic overtones and beautiful, subtle tunes in the underwater stages. The sound effects blast a barrage of explosions, but mumble muted weapon discharges.



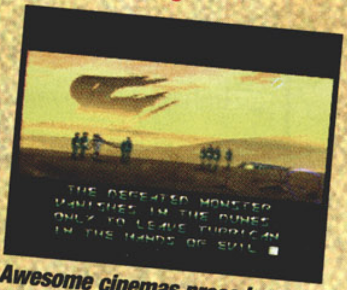
PROTIP: In Stage 1-4, swing to the top of the craft and run behind the rear wings to find an extra life.



PROTIP: When fighting the Manta Ray boss in Stage 3, don't fall off the water bike. You'll sink to the bottom and be pummeled by its tail.



PROTIP: Rely on the grappling hook when you take out the thrusters on Stage 2 – the ground has a bad habit of suddenly vanishing.

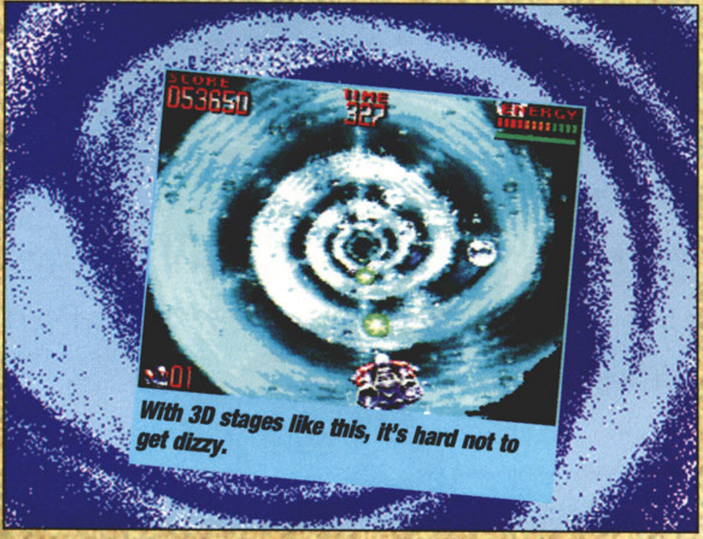


THE DEFEATED MONSTER VANISHES IN THE DUNES ONLY TO LEAVE TURRICAN IN THE HANDS OF EVIL

Awesome cinemas precede and follow each stage of Turrican's epic saga.

A Bit Too Far

Super Turrican 2 has been in the works for some time, and it's been worth every waiting moment. In an age filled with anxiety about system wars, Super Turrican 2 is one heck of a show, thanks to an entertaining little war of its own. **G**



With 3D stages like this, it's hard not to get dizzy.

Super NES Game ProFile

Super Turrican 2

(By Ocean)

KIDS TO ADULTS K-A AGES 6+

Super Turrican 2 pushes the envelope with intense graphics, sounds, and action that don't let up for a moment. Fasten your seat belts, grab a controller, and enjoy the ride!

Graphics	Sound	Control	FunFactor	Challenge
4.5	4.0	4.5	4.5	ADJ. Adjustable

$59.95
16 megs
Available August
Action

1 player
4 stages
Side view
Multiscrolling

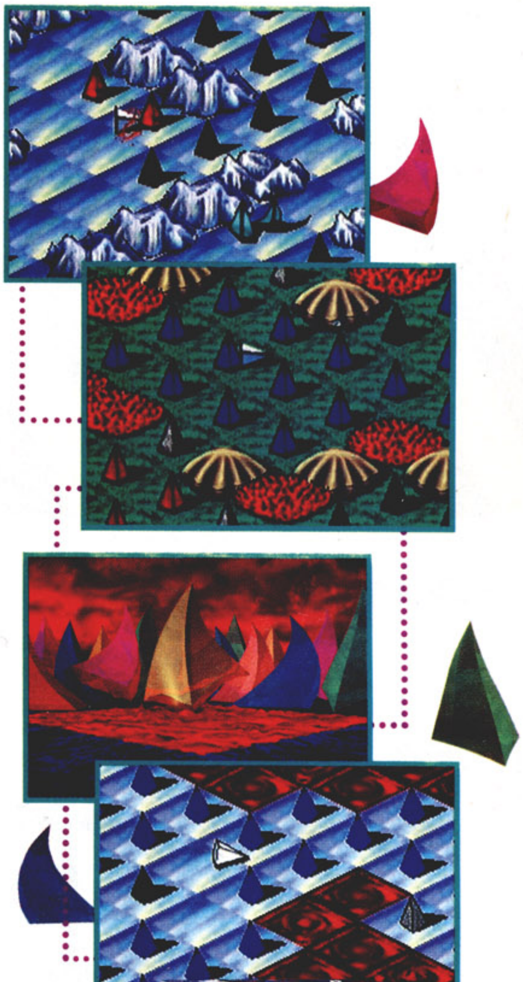
"JUST MOWIN' DUDES DOWN

'TIL THAT ORANGE MEANY WAXED ME."

An Experience from the REAL 3DO Zone™, Lovie "The Worm", OH

ICEBREAKER

"Orange Meany? I don't think so. These bad boys are downright nasty! The dude took two to the chest, split in half and kept on rockin'. What'z a guy to do? I mean we're talkin' thumbs on fire. My heart's pounding and I'm drippin' sweat. But I'm addicted. I'm clearin' this board. 150 levels, monster tunes and screamin' pyramids. I'm goin' full-tilt, baby! See ya on the grid."



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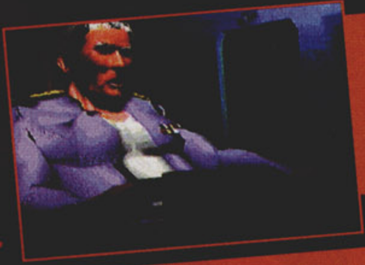
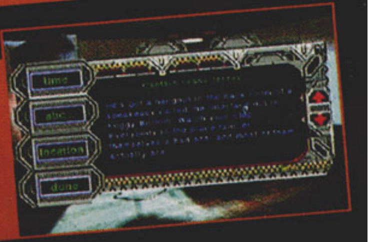
HELL

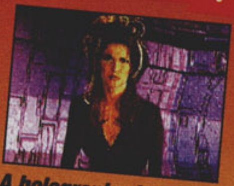


PROTIP: Capt. Jersey sheds some light on your situation. Pay close attention to his information about Mr. Beautiful and the Transgressors.

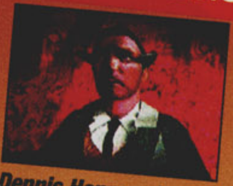


PROTIP: Choose the Replay function to re-examine dialogue. You'll be able to pick up the names of places and people you may have missed.

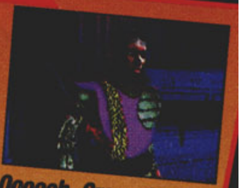
All-Star Cast



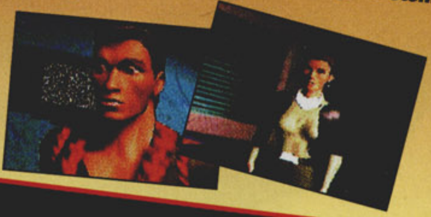
A holograph of her former self, Cynna Stone is played by supermodel Stephanie Seymour.



Dennis Hopper plays Mr. Beautiful. The way he rants, Mr. Colorful might be a better name.



Oooooh, Grace Jones graces us with her presence, but she's one tough customer!



You play as either Gideon or Rachel. Although you call the shots, they do all the talking.

By Tommy Glide

The year is 2094 in this murky graphic adventure; the devil's minions walk the streets, and the law depends on whom you work for. Sounds bad, but don't abandon all hope – things are about to change in Hell.

Shades of Hades

In this game ported over from the PC, you play as either Gideon Eshanti or his partner and love interest, Rachel Braque, two cyberspace police officers struggling against a supernatural evil that has corrupted the government. Your investigation leads you to the netherworld to deal with the demonic Mr. Beautiful (played by Dennis Hopper), along with gang scum, tekkies, resistance leaders, and the greatest evil of all – politicians.

3DO Game ProFile

Hell

(By GameTek)

17

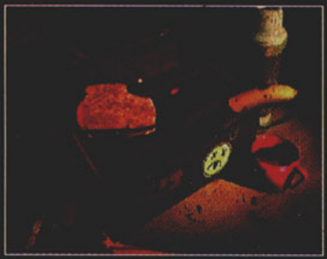
GUIDANCE FOR 17 & UNDER

Hell looks great, but this cyberpunk thriller will leave action gamers less than fulfilled. Adventurers looking for a hard-edged investigation, however, won't find a more intriguing story this side of the River Styx.

Graphics	Sound	Control	FunFactor	Challenge
4.5	5.0	3.5	4.0	EXP. Expert

Price not available
CD
Available now
Graphic adventure
1 player

Multiple views
4 save slots
Not rated by the ESRB
3DO Rating: 17



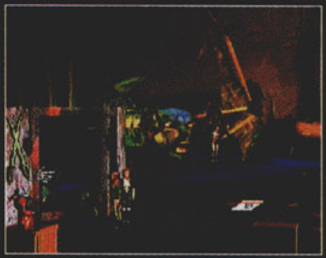
PROTIP: Once inside the garage, examine the mechanic's lunchbox and get the name off the box. Then go back to the garage entrance and have the dispatcher page her. Return to the garage's interior and you'll be able to plant the homing device on the car.

The game is as much exploration as it is investigation, with some Hellish puzzles to solve. You'll also be sidelined at times, watching your heroes interact with the many other characters. The point-and-click interface makes it easy to move your heroes around each area, and a pull-down menu allows you to use and examine items, check your inventory, and travel through the city.

Hell's Bells

Hell is home to next-generation rendered 3D graphics. The backgrounds and all the characters were rendered on Silicon Graphics workstations, giving the game a great 3D feel. Each character sports a unique look. The ominous imagery and use of color make this game as fascinating to watch as it is to play.

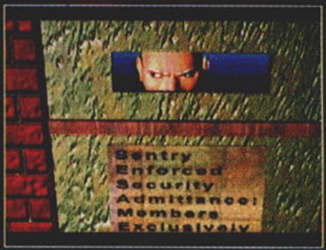
While the graphics are top-notch, they're outdone by the sound. The amount of dialogue is amazing, and the fantastic voiceovers aren't limited to the starring cast, which includes Grace Jones and supermodel Stephanie Seymour. The high-quality piano-influenced music carries a cyber-gothic tone, not unlike something scored by Nine Inch Nails. Complementing the voice and music are limited yet excellent sound effects like laser gunfire.



PROTIP: Before confronting Sanguinarius, take all the weapons from this supply closet.

Hopper Talk

Hell isn't for children. Dennis Hopper delivers some lines loaded with adult content. Fans of Rise of the Dragon are certain to enjoy it. If you have the patience for graphic adventures like this, you're in for one Hell of a ride. G



PROTIP: Look closely at the sign on the door to the Interface bar. The first letter of each word spells out this highly original password.

3DO

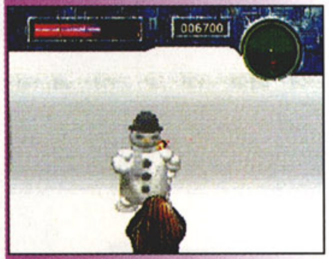
Virtuoso

By Scary Larry

Doom with a rock star? Yes, but instead of Cacodemons, you get cacophony.

As a wimpy wannabe rock star, you must fight off your fans by escaping into a virtual-reality world. Beyond your shotgun, you can find plasma bolts, laser bolts, and guided missiles.

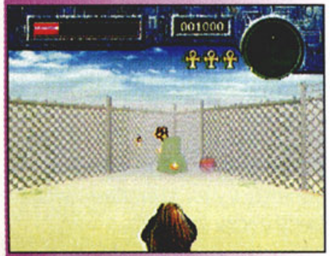
Virtuoso's graphics are crisp, clean, and forgettable, and the music tries hard for pulse-pounding metal mania. The game's other sound effects can't get past the obtrusive music.



PROTIP: Snowmen can be a real pain in the ice. Blast them, then back up and blast some more.

The one-button firing is no hassle – blasting enemies is this game's strong point. Controlling the character is difficult, however, when walking along ledges.

Virtuoso tries hard, but the chords jangle and the music is off-key. Being a rock star isn't easy. This game doesn't make it any easier.



PROTIP: Watch the corners in the Marine Level. Those aren't cinder blocks, they're cannons.

Virtuoso by Data East

Graphics	Sound	Control	FunFactor	Challenge
3.0	3.0	2.5	2.5	ADJ. Adjustable

Price not available
CD
Available now
Shooter
1 player

3 levels
First-person view
ESRB rating: Not yet rated

3DO

Rise of the Robots

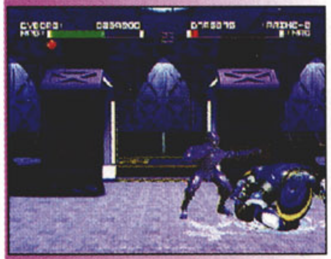
By Tommy Glide

A virus plaguing futuristic robots makes them believe they should destroy the human race. As the heroic Cyborg, you must defeat enemy robots in one-on-one battles to save humankind.

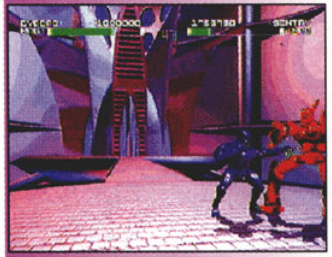
Rise offers deceptively good graphics – the rendered cinemas, characters, and backgrounds do their best to gloss over the choppy gameplay animation and lack of moves. Like the graphics, the music and sound effects in the cinemas are good quality but sparse.

Good fighting games provide a variety of moves, but Rise implements only six. While there are six playable robots, the fighting is so limited that each match feels the same.

You'd have more fun if you bought two electric can openers and smashed them together until only one works.



PROTIP: Once you have a lead over the Prime-8, stand over him and throw punches. He'll duck until time expires.



PROTIP: Corner the Sentry with alternating standing and crouching punches.

Rise of the Robots by Absolute

Graphics	Sound	Control	FunFactor	Challenge
4.0	3.0	1.0	1.5	ADJ. Adjustable

Price not available
CD
Available now
Fighting

2 players
Side view
ESRB rating: Kids to Adults

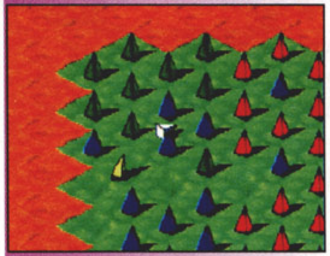
3DO

Ice Breaker

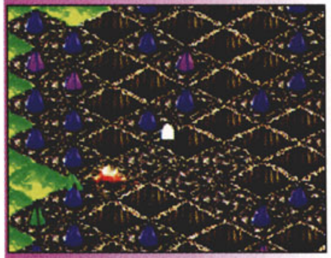
By Ms. Demeanor

Part puzzler, part shooter, Ice Breaker refreshes both genres. Clunky controls limit the fun, but hundreds of levels offer depth and variety.

Each level is crowded with pyramids arranged in confounding configurations. Your goal is to eliminate every pyramid by shooting, running over, and running from them.



PROTIP: Run diagonally to avoid the yellow lurkers.



PROTIP: When you shoot a purple pyramid, slip across before the floor falls away.

Soupy slime pits and other clever animations add visual spice while complex sound effects rumble and ring.

Although not terrible, the controls are sticky – and average controls just aren't enough in this game. If you don't pilot your pyramid precisely, you'll die a rapid and frustrating death.

Ice Breaker delivers many hours of entertainment for the manually and mentally dextrous. Few, though, will endure the frustration of having zigged when your thumb said zag.

Ice Breaker by Panasonic

Graphics	Sound	Control	FunFactor	Challenge
3.0	3.5	3.0	3.0	ADJ. Adjustable

Price not available
CD
Available Third Quarter '95
Puzzle/shooter

1 player
¾-overhead view
Multiscrolling
ESRB rating: Not yet rated

3DO

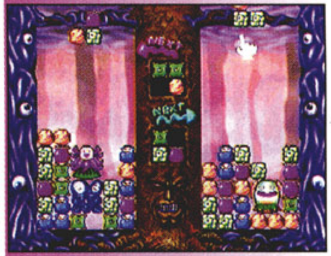
Trip'd

By Cover Girl

This slow-paced Tetris-style puzzler needs a defibrillator to stay alive.

You know the routine: A triad of colored objects drops into your window. You must arrange the triad to eliminate matching ones that touch. Trip'd adds strategy with morphing squares, but the game's slow pace kills the fun.

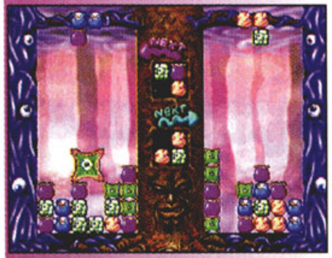
Trip'd's graphics and sound also stumble. Three of the four modes use the same background, and the annoying music doesn't augment the gameplay. Volume control is a blessing.



PROTIP: Connect a set of four matching objects to the creature to wipe it out and take out the bottom two rows.

The control is simple if limited. Two buttons and the directional pad control the triad, but you can adjust only one object per button press, which is frustrating.

Trip'd's new ingredients may spice up the action for puzzle people. For others, though, the game trips and takes a header.



PROTIP: Match up four green objects anywhere to eliminate the green eye.

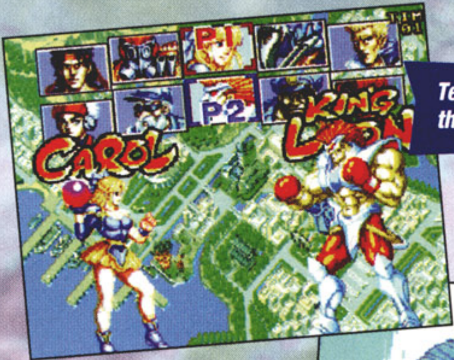
Trip'd by Panasonic

Graphics	Sound	Control	FunFactor	Challenge
2.5	2.0	3.0	2.5	BEG. Beginner

$49.95
CD
Available now
Puzzle

2 players
ESRB rating: Not yet rated

Savage Reign



Ten dynamic fighters grace the screen in this slugfest.

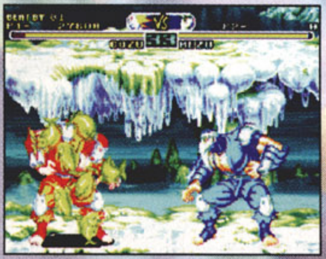
Cinemas are given the typical Neo treatment.

By Major Mike

Savage Reign is one of those impressive fighting games that's likely to disappear soon after it surfaces. It looks great and the sound is dynamite, but in the end it falls short because it lacks an identity to separate it from the multitude of fighting games already out there.

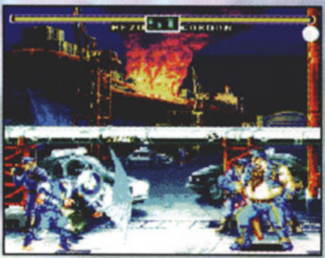
Strange Fighters

The ten fighters in Savage Reign are just plain weird: They include Carol, an amusement-park gymnast who attacks with her lethal ball; Nicola, a Captain America wannabe with an electric outfit; and Gordon, an overweight cop who looks like he's wearing someone's furry pet on his chest.



PROTIP: Keep moving on Mezu's stage – otherwise you may be attacked by piranha fish!

Per standard fighting-game fare, each character has a traditional range of special moves – nothing new here. There's a limited combo system, but it's not much help in a fight. The fight modes include the standard head-to-head, plus a Story mode for one player to battle the CPU.

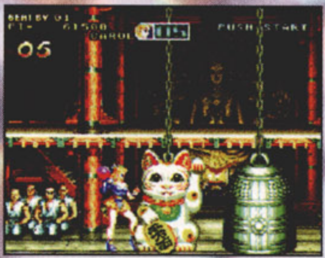


PROTIP: When an opponent throws a projectile, press Button C to send it back at them.

When It Reigns, It Pours

Savage uses a complex button scheme where the pressure you put on the button determines the power behind your hit. Fortunately, everything's straightforward and easy to execute, plus there are plenty of hidden moves. You can even perform the two-button-simultaneous instant projectile while jumping!

Each stage has two fighting areas with such dangerous locations as a balcony, ledge, and roller coaster track. You can jump to the other area in the middle of a match, but these aren't safe zones. Your opponent's projectiles can still tag you, and there are also hazards on these second levels – like the roller coaster cart, for instance.

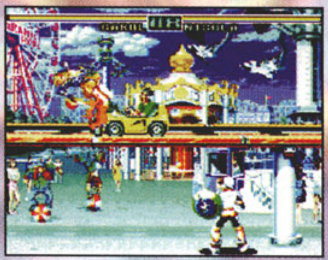


PROTIP: In the bonus stage, use quick jabs and press Button D to destroy the falling objects.

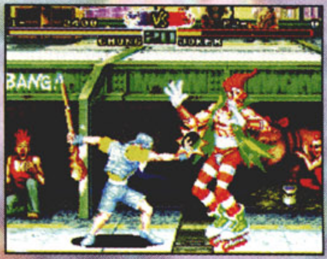
On the plus side, you can kick items like spotlights and lamps at your opponent. Some stages also have elements that attack: Piranha fish jump out of the water on Mezu's stage.

Singin' in the Reign

The characters are illustrated with excellent, if not always original, graphical details. For example, there's the standard female fighter who jiggles in all the right places but somehow manages not to fall out of her dress. The backdrops sport stunning visuals like the cargo freighter burning on Gordon's dock. Excellent sound effects enhance the fighting: You hear cool lava explosions in Gozu's volcanic zone and echoes and running water in Mezu's tundra.



PROTIP: Get off the upper level when the word "Danger" flashes. You never know what's headed your way.



PROTIP: Hold Button B and tap Button A to execute a punch followed by an automatic kick. You'll score two hits.

Savage Reign delivers the goods and makes for a decent fight. But in an arena where staying power is king, this one's reign may end very soon. G

Neo•Geo Game ProFile

Savage Reign

(By SNK)

NOT RATED

With ten fighters and two levels of fighting on each stage, Savage Reign is a strong title, but it's battling in a crowded arena.

Graphics	Sound	Control	FunFactor	Challenge
4.0	4.0	4.0	4.0	ADJ. Adjustable

Price not available	2 players
190 megs	10 stages
Available now	Side view
Fighting	

SPECIAL ANNOUNCEMENT TO TECMO® SUPER BOWL FANS

This fall, Tecmo will be releasing ***TECMO SUPER BOWL III: FINAL EDITION*** for both Super Nintendo and Sega Genesis systems.

Because of the unusually high demand for Tecmo Super Bowl II last January, Tecmo would like to assist you in obtaining a copy of ***TECMO SUPER BOWL III: FINAL EDITION*** from your favorite retailer.

In order to avoid the shortage problems which occurred with Tecmo Super Bowl II, Tecmo is making a special priority shipment program available to retailers and distributors, who choose to participate, from ***JUNE 15, 1995 TO AUGUST 1, 1995***.

Tecmo encourages you to go to your favorite participating retailer and reserve a copy of ***TECMO SUPER BOWL III: FINAL EDITION*** by placing a non-refundable deposit between ***JUNE 15, 1995 AND AUGUST 1, 1995***.

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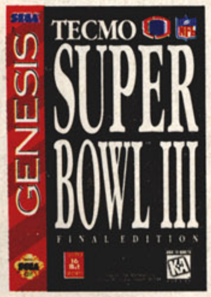
TECMO SUPER BOWL III: FINAL EDITION



CHECK OUT SOME OF THE NEW FEATURES:

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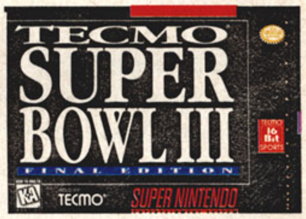
- New character edit mode
- New NFL expansion teams
- New Free Agency mode
- Better graphics and sound



TSB III: FINAL EDITION - THE PERFECTION WILL BLOW YOU AWAY!

cut here

TECMO SUPER BOWL III: FINAL EDITION

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TECMO SUPER BOWL III: FINAL EDITION should be available in October of 1995.
Watch this magazine for late breaking updates regarding game features and when
Tecmo Super Bowl III: Final Edition will be in stores near you.

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KIDS TO ADULTS K-A AGES 6+

Worldwide Soccer Rivals FIFA

Worldwide Soccer

Saturn

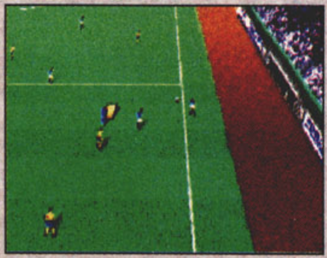
By Greasy Gus

Not since FIFA amazed 3DO owners has another soccer game looked so good and played so well. This "first-generation" Saturn title offers captivating graphics and gameplay that will intrigue more than just soccer fans.

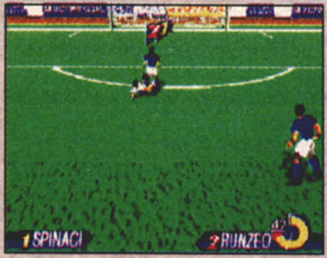
Virtua Soccer

Adding great visual depth over 16-bit sims, Worldwide Soccer comes to life on a rendered 3D field with 12 playable views. Blending arcade excitement with true soccer strategy, Worldwide demands quick passes and tough (but legal) defense, giving it an arcade-quick pace.

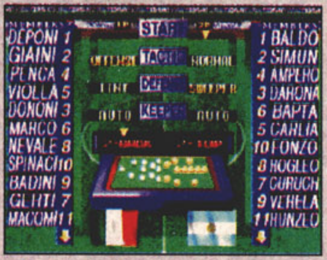
Choose from 12 leading soccer nations (the teams have the same attributes as the current national teams, but lack real players) and launch into an 11-, 22-, or 44-game season. Or, with a multiplayer adapter (sold separately), bang shins with up to four players in Exhibition and Tournament modes.



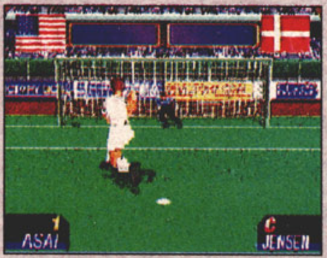
PROTIP: The computer is lousy at throw-ins; take advantage of this to regain possession of the ball.



PROTIP: Try to avoid slide-tackling your opposition from behind because it almost always draws a penalty. Instead, use the shoulder tackle to muscle away the ball.



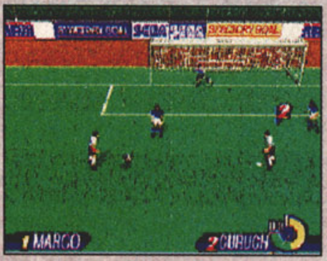
PROTIP: If you're having difficulty scoring, change your strategy and formations during halftime.



PROTIP: When faced with sudden-death shootouts, always aim for the upper corners.

Visual Hat Trick

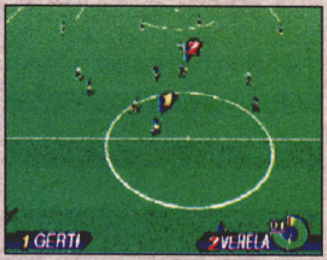
Worldwide is pleasing to the eye, giving you the flexibility to zoom in tight for up-close action or zoom out to see more of the field with respectively smaller players. The beautifully rendered stadium and field give you a great sense of depth, and the players look and move extremely well.



PROTIP: Close shots are more effective. Try to run the ball in close, then pass off quickly for a sure shot.

When playing on the closest view, however, the characters look more like crash-test dummies than humans. The scrolling is unbelievably smooth, and the camera automatically moves in and out on penalty and corner kicks to give you good perspective.

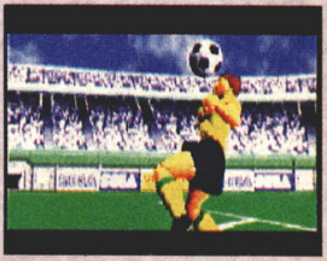
The sound, while good, doesn't match the graphical quality. The energetic yet generic rock-n-roll soundtrack overshadows the sound effects. The crowd noise is good, but there isn't enough of the huffing and grunting associated with onfield action.



PROTIP: Find passing opportunities by playing from the highest view.

Net Generation

The simple controls are easy to learn. Responsive passes, shots, lobs, and defensive movements enhance the quick pace.



Worldwide opens with a video of rendered soccer action.

Unfortunately, the absence of a speed-burst feature makes for very slim chances of breakaway excitement. The characters also seem to have "magnetic" dribbling and passing, as opposed to the more realistic dribbling and passing found on 3DO's FIFA.

Sports fans who got into the Saturn market early should be extremely pleased with this title. Worldwide will certainly pass the time until more sports titles become available in the coming months. G

Worldwide Soccer by Sega

Graphics	Sound	Control	FunFactor	Challenge
5.0	4.0	4.5	4.5	INT. Intermediate

$49.99
CD
Available now
Soccer
4 players (using multiplayer adapter)

Side view
Multiscrolling
Multiple views
Multiple save slots
ESRB rating: Kids to Adults

Pebble Beach Discovered on Saturn!

Pebble Beach Golf Links

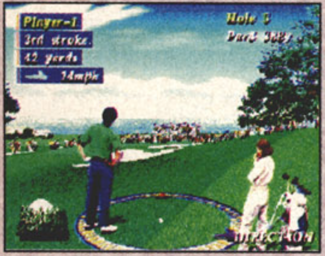
Saturn

By Air Scary

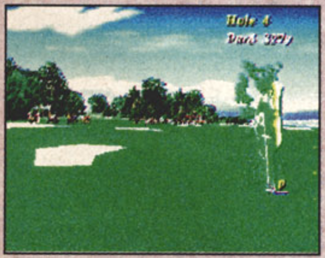
Not too much can be said about golf. You tap the Top Flite, hoping to land the sucker in the hole in under twenty strokes. But this new Saturn title actually makes golf fun to play...though it's still kind of boring to watch.

Havin' a Stroke

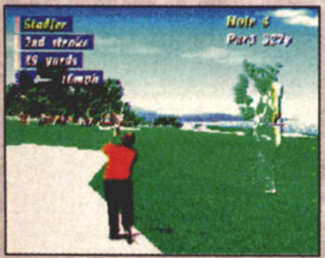
You play with the pros in PBGL, which is hosted by Craig Stadler. As a matter of fact, Craig can't help himself in being helpful. He shows up at every hole, dishing out advice and trying to make a pro out of you.



PROTIP: The lower-left corner shows just where the ball is sitting and how deep in the green it is. Use this to determine the strength of your swing.

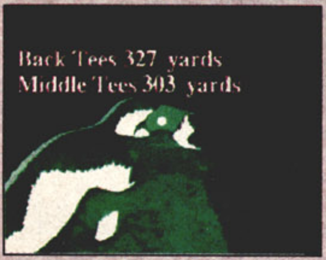


PROTIP: Keep the Golf Cart view on. It brings up an overlay of the course and shows the flight path of each player's ball, which helps you track where you need to go.



PROTIP: Keep a close eye on the wind meter. This least-mentioned hazard is usually the one that affects the game most.

Pebble Beach is loaded with options, including three views of the action, four-player action, seven modes (including a Skins tournament), and a custom selection of clubs. Because of the laid-back nature of golf, the options make a big difference. Watching the view from the ball cam, where the camera angle is from the ball's point of view, is really exciting. Well…fairly exciting.

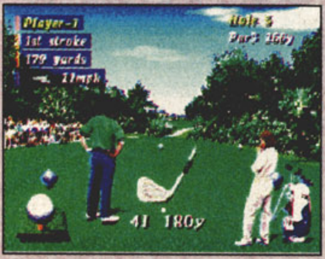


PROTIP: Pay close attention to the fly-by at the beginning of each hole. Valuable information is embedded in this overview of Pebble Beach.

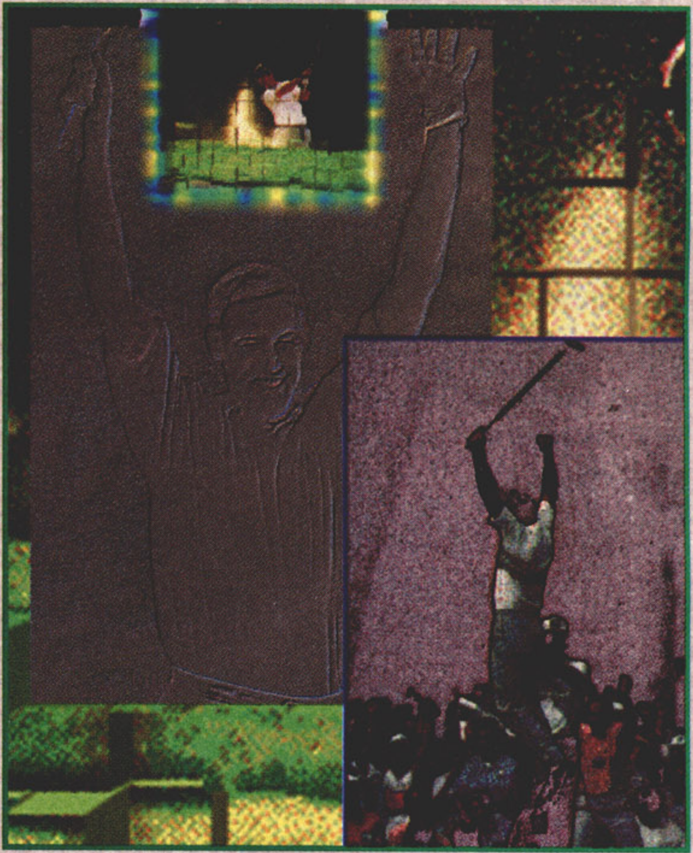
Grass Kickin' Graphics

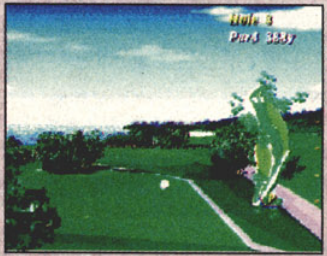
The graphics in this game are just what you'd expect from a high-end system like the Saturn. Shots of the course are crystal clear, and the players swing with grace, albeit a very slow grace. The game progresses in a kind of overall lethargy, which is true to real golf but not much fun.

The sound varies from crisp narration and appropriate ball effects to annoying elevator music between holes. Although you could crank up your own heavy metal or acid jazz rap as background music, you still need to hear Craig give advice on each hole.

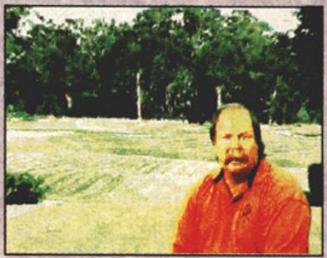


PROTIP: Be choosy about your club selection. Sometimes a weaker club gives better control.





PROTIP: The ball cam enables you to see more of the course. Use it as often as possible.



PROTIP: Listen to whatever Craig has to say. He will impart wisdom on club selection, hazards, and playing conditions.

The control is governed by a circular interface. You choose your club, stance, and direction, then swing when the pointer on your swing circle reaches its peak. It's not as easy as it sounds. Without a proper grasp of the interface, you'll end up slicing the ball and landing in a sand trap...or the ocean.

Missing Links

By far, Pebble Beach is one of the best golfing games that money can buy, and the Saturn adds great sound and graphics to a standard golf game. But there are no extras that would make this game any more interesting. Golf fans will be the only ones allowed on this fairway. G

Pebble Beach Golf Links
By Sega Sports

Graphics	Sound	Control	FunFactor	Challenge
4.0	4.0	4.0	3.5	ADJ. Adjustable

$49.99
CD
Available now
Golf

4 players
Multiscrolling
ESRB rating: Kids to Adults

Triple Play Baseball '96 Hits a Grand Slam

Triple Play Baseball '96

Genesis

By The Axe Grinder

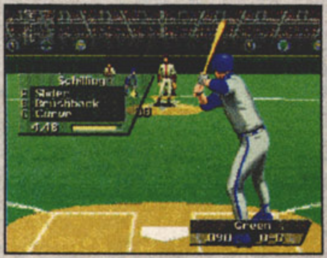
Yes, baseball lovers – the strike is over! And here comes EA Sports with its latest entry, Triple Play Baseball '96. With strong new options, America's favorite pastime makes it safe by a mile.

Home-Run Options

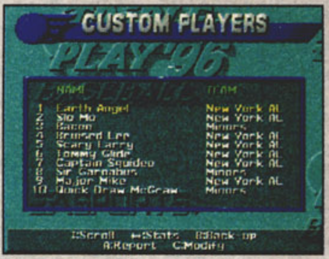
With an MLBPA license, it's no surprise that TPB '96 has more options than a player's contract. The most interesting is the General Manager feature, where you trade, create, sign, and release players. You can access this option in the middle of a game, giving you more control than you get from just picking a team and playing.

You can also change views. For example, instead of a close-up shot from the plate, you can switch to a long-shot view for more fluid gameplay.

The stats include all the 1994 players for all 28 teams, and you can play up to a 162-game schedule. If you tire of the venues of your favorite team, you can even choose to play on neutral ground – like Toronto vs. Pittsburgh at Wrigley Field!



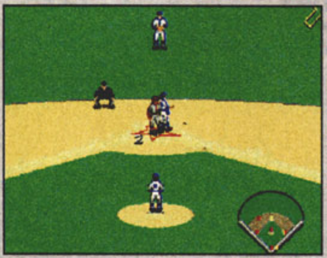
PROTIP: When on the mound, try mixing different pitches. Follow a fastball with a slider.



NAME	TEAM
1 Earth Angel	New York AL
2 Slo Mo	New York AL
3 Bacon	Minors
4 Bruised Lee	New York AL
5 Scary Larry	New York AL
6 Tommy Glide	New York AL
7 Captain Squideo	New York AL
8 Sir Garnabus	Minors
9 Major Mike	New York AL
10 Quick Draw McGraw	Minors

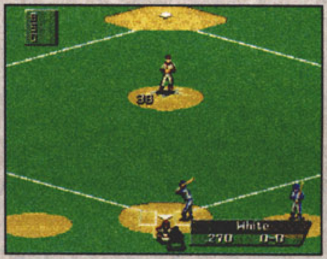
:Scroll ↔:Stats B:Back-up
A:Report C:Modify

You can create your own players and trade them with members of actual teams.



PROTIP: When the ball is hit, press Button A or C without touching the directional pad. You'll throw the ball to the base with the closest runner.

PROTIP: To discover the various teams' strengths and weaknesses, pit two computer-controlled teams against each other in Exhibition Mode.

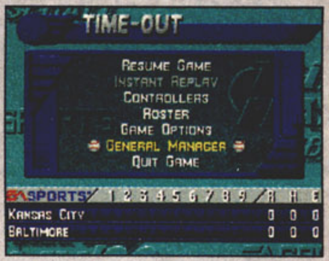


You can switch from a zoomed-in view to field view when your batter steps to the plate.

A Few Errors

The only problem is visual: The ball's image tends to become jerky and choppy when it travels great distances. This often makes it difficult to see exactly where the ball is going. The small windows that cover all the angles are a blessing, though, and the subtle graphic touches such as the pitcher spitting chewing tobacco, and the players dusting themselves off after they slide add refinement.

In terms of control, TPB '96 requires patience and a good memory. Two buttons and certain movements on the directional pad are usually required for batting and fielding. While the button presses will eventually become second nature to veteran players, rookies who expect to master these complex controls right off the bat may get frustrated.



RESUME GAME
INSTANT REPLAY
CONTROLLERS
ROSTER
GAME OPTIONS
GENERAL MANAGER
QUIT GAME

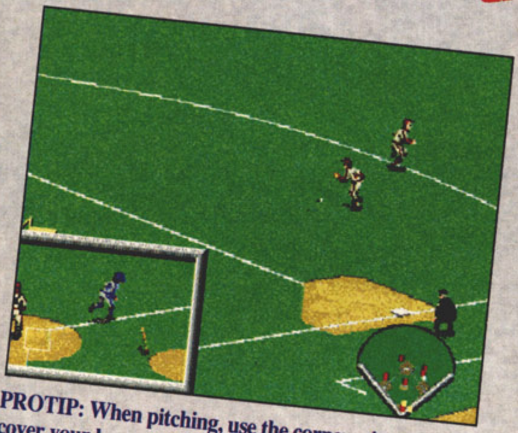
EA SPORTS	1	2	3	4	5	6	7	8	9	R	H	E
KANSAS CITY										0	0	0
BALTIMORE										0	0	0

PROTIP: If you change a player's name with the General Manager option, the player's attributes will also be changed.

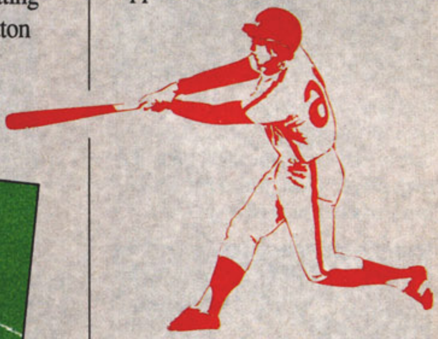
A Grand Slam

The music, consisting of the usual crowd-rousing tunes by a robust organ, is good as ever, and the sound effects, such as the crowd cheering, are atmospheric and especially well done.

It's great to have baseball back again, and Triple Play Baseball '96 makes it all the more welcome. With more Major League action like this, you might start thinking the strike never even happened at all. **G**



PROTIP: When pitching, use the corner windows to cover your bases.



Triple Play Baseball '96 by EA Sports

Graphics	Sound	Control	FunFactor	Challenge
3.5	4.0	4.0	4.0	INT. Intermediate

$69.99
24 megs
Available now
Baseball
4 players

Multiscrolling
Battery backup
ESRB rating: Kids to Adults

NHL '95 Misses The Playoffs

NHL Hockey '95

Super Game Boy

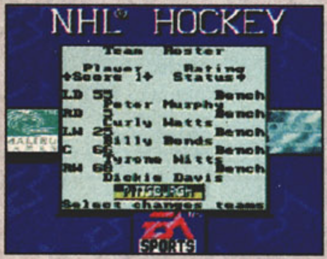
By Quick-Draw McGraw

Outstanding on the Genesis and good on the SNES, NHL Hockey '95 finally makes the jump to the handheld world, but it sprains its ankle upon landing.

Replacement Hockey?

At first sight, NHL '95 appears to answer every ice junkie's prayers – but looks can be deceiving. There are some highlights, though, such as the excellent Shootout and Playoff modes.

All 27 pro teams are included, but they're ruined without an NHLPA endorsement. These scabs, however, do get to perform real NHL moves like slap shots, wrist shots, one-timers, penalty shots, and even drop passes.



Team Roster

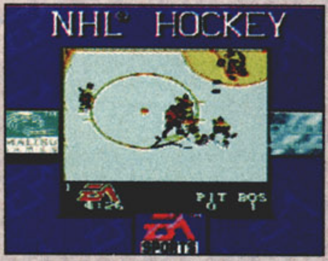
Player Rating
Score 1 Status

LD 55 Peter Murphy Bench
RD 5 Curly Watts Bench
LW 25 Billy Bonds Bench
C 66 Tyrone Witts Bench
RW 68 Dickie Davis Bench

PITTSBURGH

Select changes teams

PROTIP: The fake players have the same numbers and attributes as the pros, so you can adjust your lineup the same way you would with the real players.



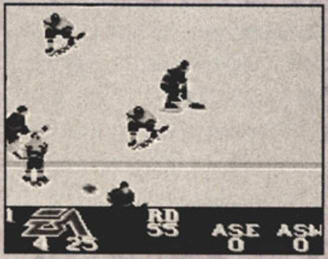
PROTIP: Because you have a poor view of the net, one-timers can be tough to get off.

With only two buttons at your disposal, the control feels like skating on dull blades. Passing, shooting, and playing defense all become frustrating on this rink.

Shaved Ice

The Stanley Cup contender on this cart is the graphics. The sprites are large and detailed, but that creates another problem. The bigger the players, the less ice that fits on the tiny screen, so you almost need a map to find the net.

The sounds are almost nonexistent. You'll miss the roar of the crowd when a player is slammed into the boards or the hum of the Zamboni after the ref blows his whistle.



Bring out the NHL's best in the annual All-Star game.

It's not difficult to make the playoffs here, but as far as game quality goes, NHL Hockey '95 is two games behind with only three left in the season. Despite the nice looks and options, the mediocre gameplay puts this hockey sim in the penalty box with a ten-minute misconduct. G

NHL Hockey '95 by T•HQ

Graphics	Sound	Control	FunFactor	Challenge
4.0	2.0	2.5	3.0	INT. Intermediate

Price not available
4 megs
Available now
Hockey
1 player
Overhead view
ESRB rating: Kids to Adults

PGA Tour Golf Invades Europe

PGA European Tour

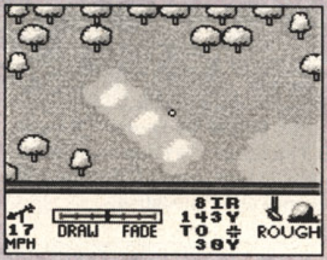
Super Game Boy

By Quick-Draw McGraw

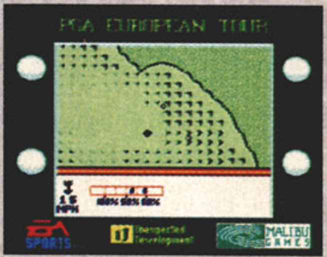
Pack up your polos and khakis 'cause we're going to Europe! This overseas golf adventure for the Super Game Boy delivers almost everything that made its 16-bit relative the best.

Beat the Bunker

The PGA series flies high above the rest for two reasons: You can completely control a shot, and you play on the best courses around. Choose between four of Europe's finest battlefields, then step onto the course with a familiar golf interface, including a stroke meter and draw and fade gauges. Aim your shot, select the right club, calculate the wind, and you're ready to tee off in a practice round, tournament, or Skins challenge, which is where the cash can really pile up.

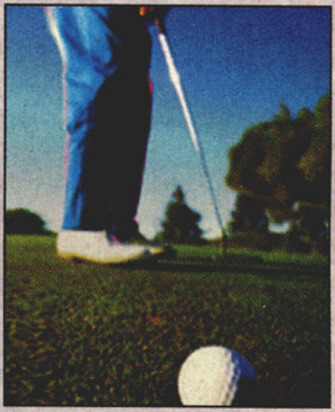


PROTIP: The computer won't always give you the right club for the next stroke. Change clubs as often as you need to.



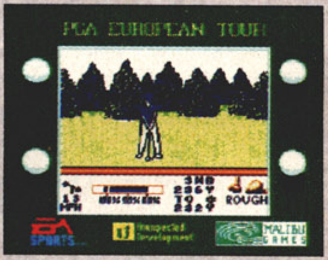
PROTIP: There's no putting grid, so gauge the amount of power necessary by the marks indicating rises and drops on the green.

The control is excellent. Choose the right club, and you shouldn't have much of a problem. With practice, putting can be a pleasurable experience.



Pro Look

This golf sim looks good. Beautifully detailed courses with easy-to-follow fairways are complemented by smooth, close-up swing shots and portraits of the pros. On the Super Game Boy, the added color makes this one look almost as good as the Genesis version.



PROTIP: The overswing feature enables you to use more than 100 percent power, but unless you're dead-on accurate, you'll dramatically hook or slice your shot.

With few sounds available on a golf course, PGA does its best to bring out the little things. Along with the familiar pro-shop music, you'll hear your ball at takeoff, in flight, and upon landing.

If a big Skins purse is your goal, you'll find it in this realistic golf game. Don't hesitate to grab your clubs and passport and head for these portable links. G

PGA European Tour by T•HQ

Graphics	Sound	Control	FunFactor	Challenge
4.0	3.5	4.0	4.0	EXP. Expert

Price not available
4 megs
Golf
4 players
Multiple views
ESRB rating: Kids to Adults

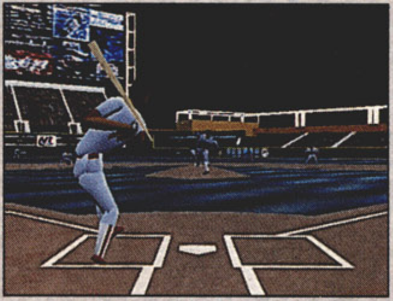
Sports Insider

Sports Unveiled in Abundance at E^3

By Tommy Glide

In case you weren't aware of all the hubbub, the recent E^3 show in L.A. welcomed the American debut of the Sega Saturn and Sony PlayStation. Complementing these new systems were plenty of next-generation sports games. Here's what coming to video game stadiums later this year.

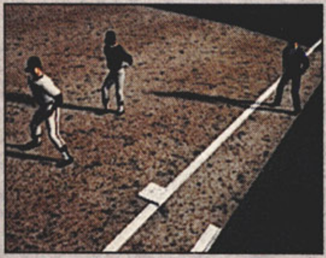
Bountiful Baseball



An umpire's view of VR Sports' VR Baseball '95. This image was taken from the PC CD version, but the game will be available for the Saturn and PlayStation.

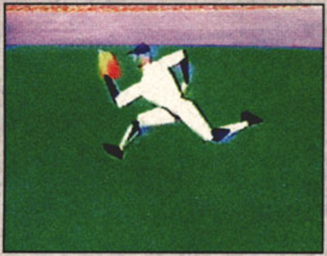
The boys of summer are coming this fall! VR Baseball is a product of VR Sports, a new sports branch of Interplay. This title is scheduled to be available before Christmas.

Crystal Dynamics, the creators of some of the better 3DO games, has launched its own sports division called Championship Sports and its premier title, 3D Baseball. Packing a MLBPA license, 3D Baseball will appear on the Saturn and PlayStation.



This first-base image comes from the Saturn version of 3D Baseball.

Speaking of the MLBPA license, MLBPA Baseball by Konami will be available for the PlayStation before Christmas, and a few months later, it'll appear for the Saturn.



Konami's MLBPA Baseball is coming to the PlayStation and Saturn.

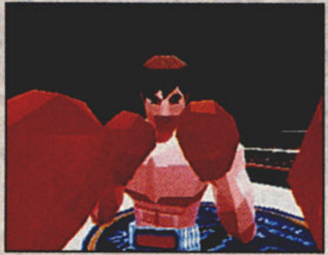
If you're not hot to splurge on 32-bit products, check out Frank Thomas "Big Hurt" Baseball. This big hitter will land this summer on the 16-bit systems and portables; big spenders will find 32X, Saturn, and PlayStation versions available in the fall.

Boxing Bonanza

Boxing buffs will soon have their day in the ring. On the 3DO, look for EA Sports' Foes of Ali, which traces the career of "The Greatest" match by match.

Not to be counted out, the current champ will defend his ever-widening heavyweight belt in Foreman For Real Boxing, available soon for the SNES and Genesis.

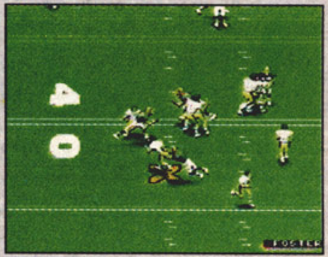
Finally, JVC will put the gloves on the Saturn with Center Ring Boxing, due sometime before Christmas.



JVC's Center Ring Boxing for the Saturn

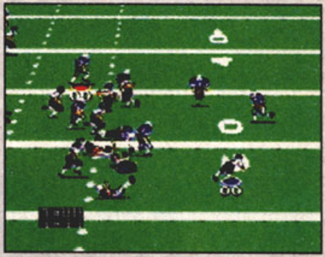
Football Frenzy

Sadly, the latest in the series of the mother of all football games, John Madden Football '96, was not displayed at E^3. But EA Sports announced that it'll be available for the Saturn and PlayStation later this year. Also in the works but not shown was Acclaim's NFL Quarterback Club '96 for the Saturn and PlayStation. While Acclaim didn't show this title on either of the 32-bit systems, nearly finished versions were playable for both the SNES and Genesis. These 16-bit QBs will be available this summer.



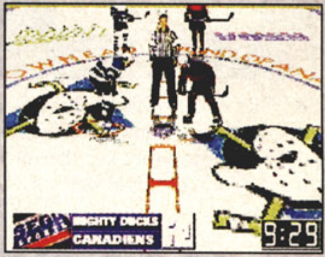
Deion Sanders goes PrimeTime on the Genesis.

Continuing the 16-bit theme, plenty of SNES and Genesis football will be available this autumn. Deion Sanders PrimeTime NFL Football debuts this fall on the Genesis and 32X. College football will also be coming to the Genesis with EA Sports' College Football USA. In the tradition of the Bill Walsh series, College Football USA matches up the nation's leading collegiate teams. And look who's running to the SNES: Emmitt Smith Football by JVC will be available later this year.



Emmitt Smith runs to daylight on the SNES.

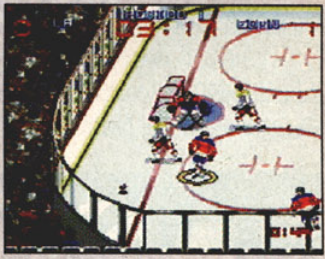
Hybrid Hockey



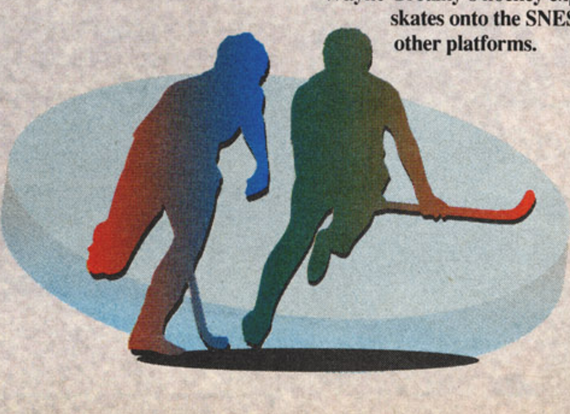
Coming to the Saturn, NHL All-Star Hockey is one hot-looking sim.

You can't run, but you can glide when you take the ice with the pros on the Saturn's NHL All-Star Hockey. Coming soon, this game offers a first-person perspective along with 16 other views of the action.

Also looking good is EA Sports' NHL '96 for the 3DO, also due out this fall. And if you're looking for star endorsements, watch for Wayne Gretzky and the NHLPA All-Stars by Time Warner Interactive. Wayne and crew will hit the frozen pond on the SNES, Genesis, Jaguar, and PC CD.



Wayne Gretzky's hockey experience skates onto the SNES and other platforms.



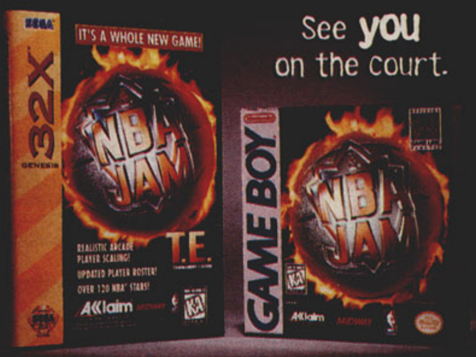
Hey, Superstar.

You've done just about everything there is to do in basketball. Except **two** things. You haven't played **NBA® JAM TE™** on **32X™** and **GAME BOY®**. It has all-star teams! Rookie teams! Full court dunks (Can you do that?). 9 pt. shots (you'll love that). 3-5 players per team! Stereo sound*. Arcade player scaling*! The fastest gameplay ever*(a lot faster than you). Updated player rosters! 5 speed juice mode (Drink plenty of fluids). 8 player attributes! Tournament and practice modes (you need all the practice you can get). Same team match-ups! Injuries and fatigue factor! And variable shot clock, overtime (game winning shot at the buzzer, baby) and timer speed!

SCORCHING CROSS-COURT SUPER JAMS!

REALISTIC ARCADE PLAYER SCALING*!

BIGGER PLAYERS AND BETTER GRAPHICS*!



See **you** on the court.

OFFICIAL LICENSED PRODUCT®

i love this stuff!

*32X only

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KIDS TO ADULTS
K-A
AGES 6+

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MIDWAY

Role-Player's Realm

The Monthly Guide to the World of Role-Playing Games · August '95

Future Fantasies Special!

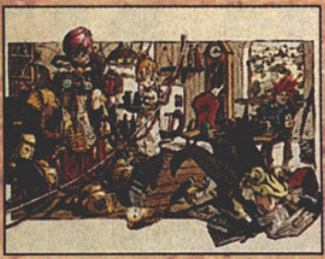
E^3 and Ye! The Future of RPGs!

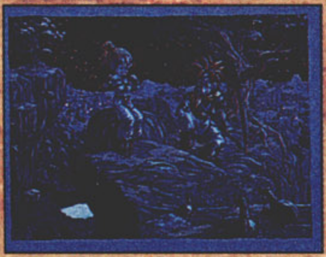
By Sir Scary Larry

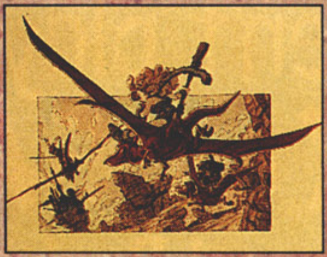
Hail, great knights and ladies! We have traveled far and wide (well, at least to Los Angeles) to find out what's on the horizon for role-playing gamers like yourself. With the next-generation systems close at hand, some knights like myself are worried that RPG fanatics will be forgotten. Fret not! Here comes the list, fresh from E^3, and you'll see there's plenty of dungeons to slay and dragons to explore. Er, I mean dungeons to explore and damsels to slay...er...oh, forget it.

SQUARE SOFT

Chrono Trigger



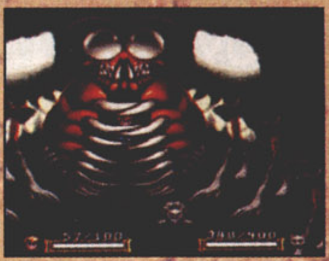


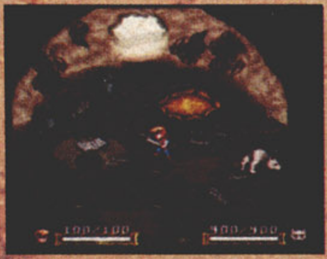


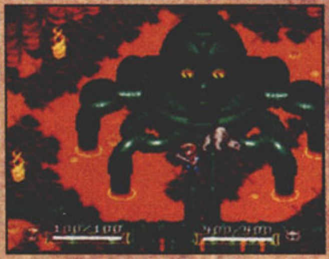
Released in Japan earlier this year, this RPG is extremely involved with a complex story line and awesome screen-filling graphics. It's natural that it should come from the same company that brought you FF III. Look for the review soon in *GamePro.* For the SNES.

Available Now

Secret of Evermore







This much-awaited game from Square Soft is its first American title. The story line involves a young man's search for his father. Oops...the Secret is out. For the SNES.

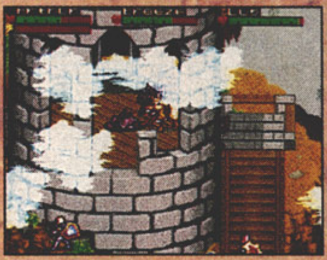
Available September

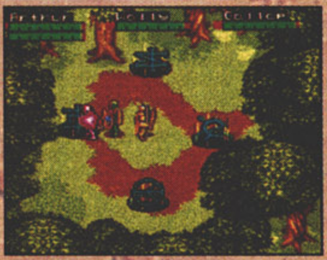
ENIX

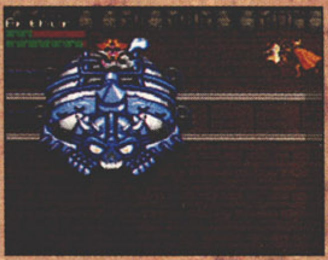
King Arthur and the Knights of Justice

From one of the biggest names in fantasy video games comes a cart that is actually more adventure than role-playing. King Arthur puts you in the role of some of the greatest knights in history. For the SNES.

Available Now



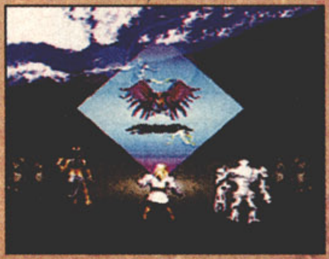


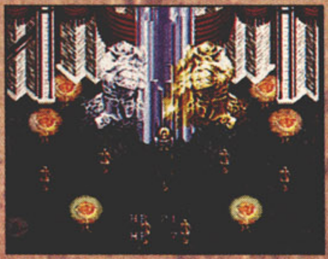


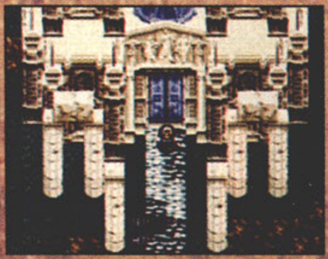
7th Saga II

Another sequel to another smash RPG. 7th Saga II looks better, feels better, and sports some of Enix's finest RPG graphics to date. This saga is headed for reruns. For the SNES.

Available November







WORKING DESIGNS

Lunar 2: Eternal Blue

The sequel to Lunar (Working Design's smash hit for the Sega CD), Lunar 2: The Eternal Blue picks up the story line with Hiro and his baby red dragon, Ruby. For the Sega CD.

Available Fall '95

DATA EAST

Dark Sun: Shattered Lands

Based on one of the most popular AD&D board games ever, Dark Sun is almost ready. This tale of slaves rebelling against their evil master/sorcerer has been long awaited by RPG fans. For the PlayStation and Saturn.

Available January '96

TECMO

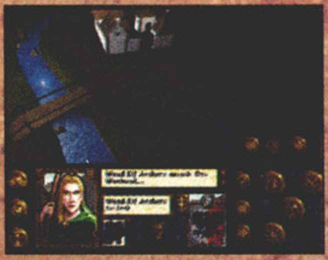
Secret of the Stars

The first RPG from the company that brought you Ninja Gaiden is here. Tecmo's Secret of the Stars colorfully tells the story of five young adventurers trying to forge a new world for themselves from a heartless, cruel land. For the SNES; look for a review next issue.

Available Now

MINDSCAPE

Warhammer



Crafted on the original Warhammer engine, which has been around for a number of years, Warhammer by Mindscape uses advanced artificial intelligence and 3D effects to guide you on your quest to rule a world full of orcs, dwarves, elves, and humans. For the PlayStation.

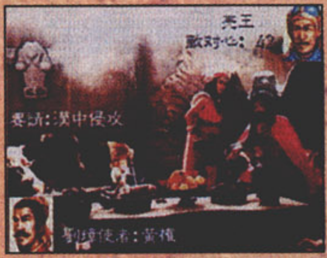
Available Fall '95

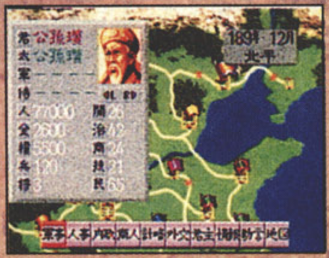
KOEI

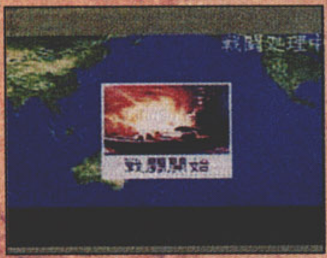
Romance of the Three Kingdoms IV: Wall of Fire

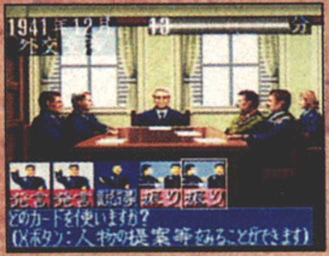
We would be remiss without mentioning Koei, which always has a warring Chinese warlord or two up its sleeve. This time, it's Romance for the Genesis, PlayStation, and Saturn.

Available Fall '95







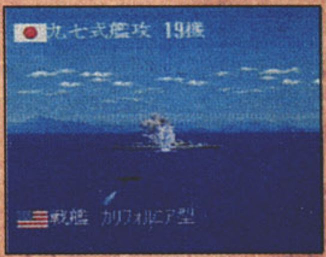


どのカードを使いますか?
(Xボタン:人物の提案等みることができます)

P.T.O. II

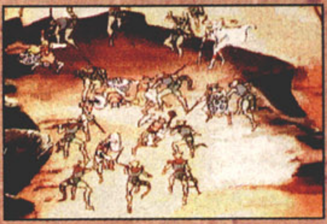
Turning the clock forward to World War II, Koei also has Pacific Theater of Operations II, the sequel to last year's successful war sim. For the Genesis, SNES, PlayStation, and Saturn.

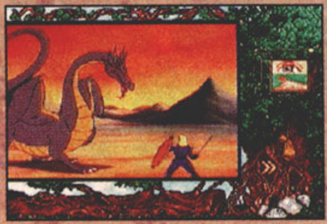
Available Fall '95

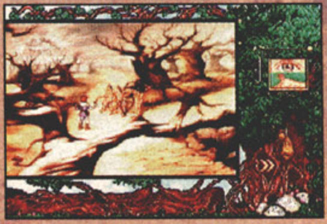


INTERPLAY

Kingdom: The Far Reaches







Far Reaches relates the tale of the talisman known as "The Hand," which has been broken and scattered to the far reaches of the kingdom. From the makers of Dragon's Lair, Far Reaches looks like fun in a fully interactive 3D setting. For the 3DO and CD-i.

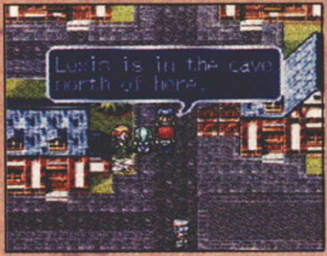
Available Second Quarter '95

TAITO

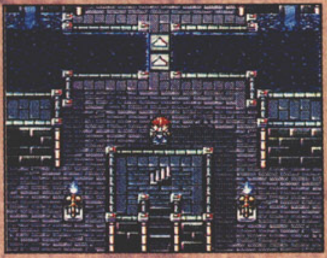
Lufia 2

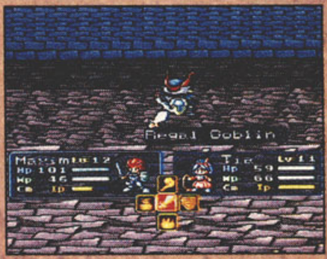
There's not much to tell you about this sequel to last year's sleeper RPG because Lufia 2 has no home as of yet. Taito is thinking of selling the title to the highest bidder, and until it does, you'll have to content yourself with these pics. For the SNES.

Availability Not Yet Announced



Lexis is in the cave north of here.





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KONAMI®

Game Boy

Primal Rage

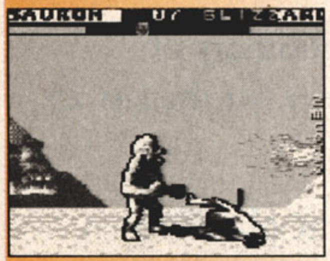
By Sir Garnabus

Primal Rage on the Game Boy is killer.

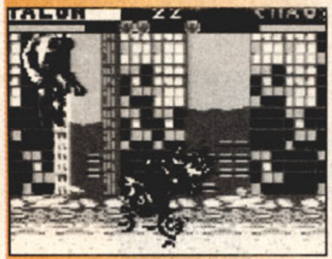
Primal packs a broad selection of dino moves and quick action that make it a top fighter. There's no blood, but the easy-to-figure-out, easy-to-execute moves make for brontosaurus-size fun.

The game sports large, fast, smoothly moving sprites, and amazingly there's no slowdown. The sound is basic, but the dinos are silent – not a bad thing when you consider other recent annoying sonic headaches like True Lies.

Although Primal Rage Game Boy may not be as complete a package as the Game Gear version, it is one of the best fighters for the Game Boy. And since it has an adjustable difficulty level, everyone can get primed.



PROTIP: Smack 'em into the air with a Mega Punch, then jump up and throw 'em back to the ground using an Air Throw. Follow up with a projectile.



PROTIP: Use Talon when you need that extra burst of speed.

Primal Rage by Time Warner Interactive

Graphics	Sound	Control	FunFactor	Challenge
3.5	3.0	4.0	4.0	ADJ. Adjustable

$29.99
2 megs
Available August
Fighting
1 player
6 fighters
Side view
Unlimited continues
ESRB rating: Mature

Game Boy

Judge Dredd

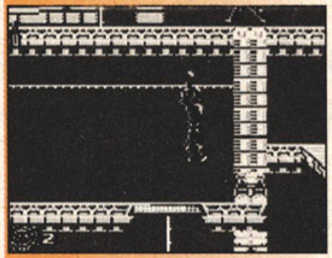
By Doctor Devon

What would've been great two years ago seems pretty ordinary now. Judge Dredd is guilty of being too similar to other action/adventure handhelds.

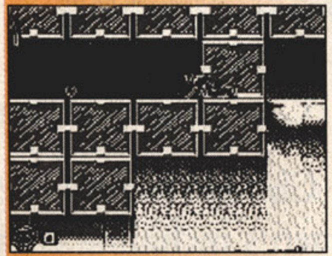
As in the flick, the Judge passes immediate sentences on criminals. Basically, you shoot everything in sight. Unfortunately, the controls are hit and miss. The eight high-tech weapons are fun and effective, but Dredd himself moves as slowly as Stallone talks.

The graphics and sounds are blasts from the past. Visually, the levels don't offer wild variations, but they are detailed. The sounds drone on with pulsing music and fuzzy explosions.

The verdicts: Is Judge Dredd tough? Not guilty. Is it terrific? Not guilty. Is it worth playing? Guilty. You'll enjoy several decent Judgment Days with Judge Dredd.



PROTIP: Even while hanging, you can shoot enemies running above you without getting shot.



PROTIP: In the Aspen Penal Colony, use your crawl move to reach hidden hearts.

Judge Dredd by Acclaim

Graphics	Sound	Control	FunFactor	Challenge
3.5	3.0	3.0	3.5	INT. Intermediate

$29.95
2 megs
Available now
Action/adventure
1 player
7 levels
Side view
Multiscrolling
Passwords
ESRB rating: Kids to Adults

Game Boy

JUNGLE STRIKE

By Sir Garnabus

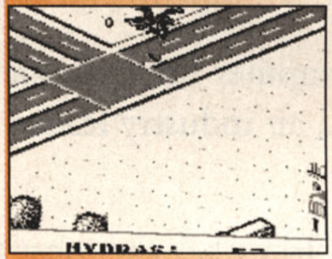
Jungle Strike hits the mark in this smooth handheld game.

You fly and shoot your chopper into nine jungle campaigns. Strike remains true to the 16-bit original; even the cinematics are here. The control is awesome, but shooting is tricky. You must find the right angle before you can hit small targets.

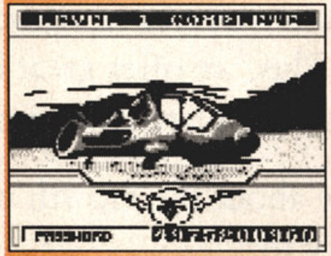
Additionally, the graphics are clear and detailed - a magnifying glass isn't required. Another plus is the lack of slowdown.

Chopper sounds and a decent soundtrack make the game easy on the ears, but when you're low on gas or armor, the constant warning beep may kill your ears before the elements do.

Impressive graphics and control score a direct hit for Jungle Strike on the Game Boy.



PROTIP: If you find the right position, you can hit the enemy, but they can't hit you.



PROTIP: You don't have to complete the missions in order.

Jungle Strike by T•HQ

Graphics	Sound	Control	FunFactor	Challenge
4.5	3.0	4.0	4.0	INT. Intermediate

$29.95
4 megs
Available now
Helicopter combat
1 player
9 campaigns
3D view
Passwords
ESRB rating: Kids to Adults

Super Game Boy

Animaniacs

By Scary Larry

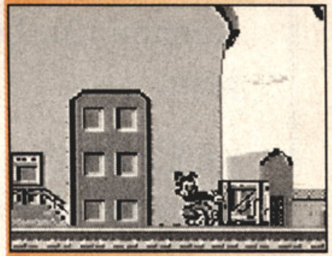
Yacko, Wacko, and Dot bring their inspired looniness to the Game Boy.

The Animaniacs explore five movie sets looking for pieces of a mystical lost script. Moving objects and activating switches is no problem with the game's easy controls, but you must figure out who does what, which takes trial and error.

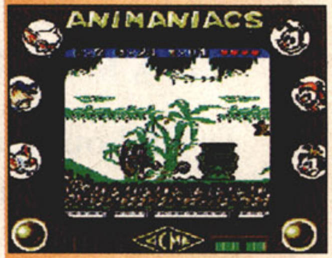
The game looks as good as old 8-bit games with enhanced graphics for the Super Game Boy. Unfortunately, the characters are as slow as molasses.

The music is as good as the graphics. The familiar theme from the show is present, as are a host of wacky sound effects.

The humor and spirit of the Animaniacs lives on in this handheld game. Fans of the show will thrill to these 'maniacs.



PROTIP: Only Yakko can move boxes. He can also push or pull boxes, so move crates carefully.



PROTIP: The Mallet of Wakko is the only way to ignite cannons and bombs. Get ready to jump into cannons when you ignite them.

Animaniacs by Konami

Graphics	Sound	Control	FunFactor	Challenge
4.0	4.0	4.0	4.0	ADJ. Adjustable

Price not available
5 levels
1 player
Side view
Multiscrolling
ESRB rating: Kids to Adults

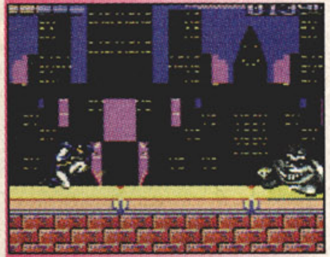
Game Gear

The Adventures of Batman and Robin

By Scary Larry

Holy portable platform jumping! Batman is back with predictable side-scrolling action.

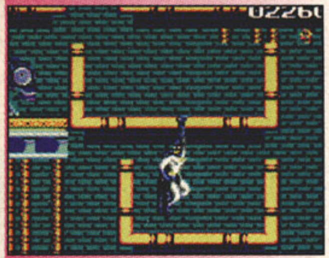
Batman must hop, skip, and jump through four levels of ho-hum Batarang tossing, knocking off Gotham's goons. But unlike the Genesis version, Batman has a more diverse arsenal, though it's unnecessary since the Batarang is just as effective.



PROTIP: To knock off the first boss, aim for his teeth and jump off the ledge when his timed shots come for you.

The graphics try to emulate the TV show, but the miniature sprites lack detail. The enemies are garden-variety thugs, and the bosses are easy to beat.

The music is annoying and repetitive. The familiar Batman theme music isn't present.



PROTIP: Batman can hang onto most ledges and precipices.

With such a prominent superhero, it's a shame that this game is so dull. Get a comic and forget this cart.

The Adventures of Batman and Robin
By Sega

Graphics	Sound	Control	FunFactor	Challenge
				ADJ.
2.5	2.5	3.0	2.5	Adjustable

$39.99
4 megs
Available now
4 levels
1 player
Side view
Multiscrolling
ESRB rating: Kids to Adults

Game Gear

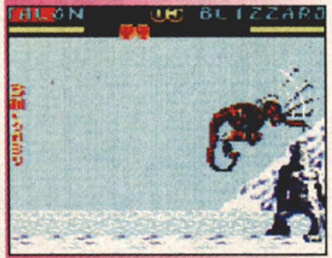
PRIMAL RAGE

By Sir Garnabus

Primal Rage on the Game Gear is a three-inch masterpiece. In addition to great head-to-head fighting, this version has buckets of primal yuk.

The combos are smooth and easy to pull off. You have lots of moves plus special and finishing moves. Overall, the control is good, and the action stays fast.

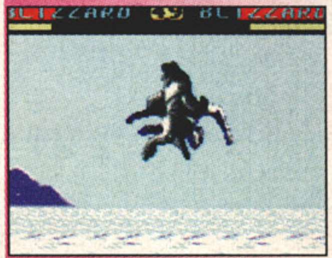
There haven't been Game Gear graphics like these since MK II's debut. The sprites are big, detailed, and all present except Vertigo.



PROTIP: Talon is the quickest dinosaur. Use his high-speed attacks to score easy wins.

The soundtrack is, however, just ordinary. Pops and thumps serve as sound effects, but the dinos are silent.

Primal Rage is a must for handheld fighting fans. It's a reptile rager for all.



PROTIP: Special moves like Blizzard's Air Toss (hold Buttons 1 and 2) make for easy three-hit combos.

Primal Rage by Time Warner Interactive

Graphics	Sound	Control	FunFactor	Challenge
				ADJ.
4.5	3.0	4.0	4.5	Adjustable

$29.99
4 megs
Available August
Fighting
2 players (with Gear to Gear cable)
6 fighters
Side view
Unlimited continues
ESRB rating: Mature

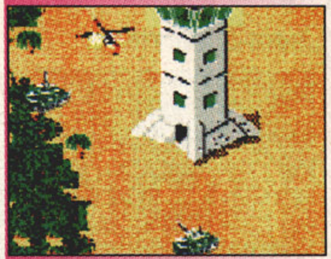
Game Gear

Jungle Strike

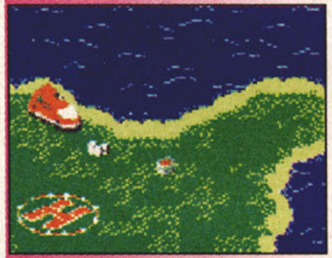
By Sir Garnabus

Great graphics don't make a game great. Setbacks make Jungle Strike merely average.

Control problems make the going rough. In the hovercraft, you hit nonexistent fuel barrels that damage you (but don't refuel); in the helicopter, you smash into obstacles whether or not you clear them.



PROTIP: When attacking buildings, always destroy the guards and tanks first.



PROTIP: Some fuel tanks later on will damage you without refilling your supply.

Jungle Strike's graphics are impressive. You get all the cinematics from the 16-bit version, plus detail in even the smallest images.

The sound, however, is not impressive. Annoying beeps and the lack of sound effects, detract mightily.

Jungle Strike's gameplay is decent fun. Although much of the 16-bit version was called to active duty, there may be too many strikes against it for some hardcore Strike fans.

Jungle Strike by T•HQ

Graphics	Sound	Control	FunFactor	Challenge
				INT.
5.0	3.0	2.5	3.0	Intermediate

$39.95
4 megs
Available now
Helicopter combat
1 player
9 campaigns
3D view
Passwords
ESRB rating: Kids to Adults

Game Gear

Sports Trivia Championship Edition

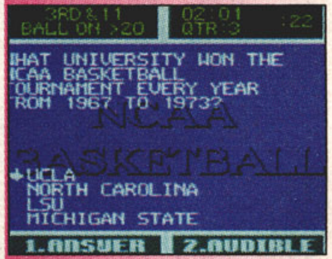
By Coach Kyle

Average graphics, feeble sounds, ordinary controls – this game's a dog, right? Wrong you are, Sparky! Sports Trivia is surprisingly engaging with enough questions and football strategy to take trivia buffs into overtime.

Sega Sports has taken familiar sports trivia questions and made a football game out of them: You answer questions to move the football on the field.

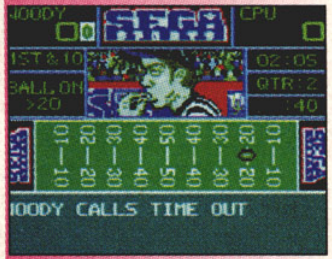
The control is simplistic because you don't guide players – you answer questions, then watch the results. The gridiron graphics and sounds are also simplistic.

Still, the eight categories of questions and the vast number of questions keep things moving. Sports Trivia scores a touchdown for quiz fans.



3RD & 11
BALL ON >20
02:01
QTR:3
:22
HAT UNIVERSITY WON THE
CAA BASKETBALL
OURNAMENT EVERY YEAR
ROM 1967 TO 1973?
NCAA
BASKETBALL
UCLA
NORTH CAROLINA
LSU
MICHIGAN STATE
1.ANSWER
2.AUDIBLE

PROTIP: Crank up the challenge by changing Audibles to 0 and Difficulty to Hard.



PROTIP: The clock is always running, so call a Time Out to rethink your strategy.

Sports Trivia Championship Edition
By Sega

Graphics	Sound	Control	FunFactor	Challenge
				ADJ.
3.0	3.0	3.0	4.0	Adjustable

$29.99
4 megs
Available now
Trivia
2 players
Multiple views
ESRB rating: Kids to Adults

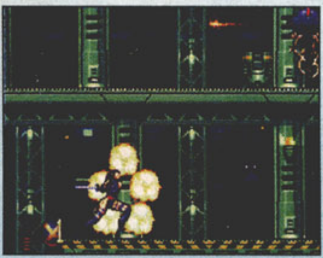
S.W.A.T.PRO

Video Game Strategies, Weapons, and Tactics

Genesis

X-Men 2

Level Skip

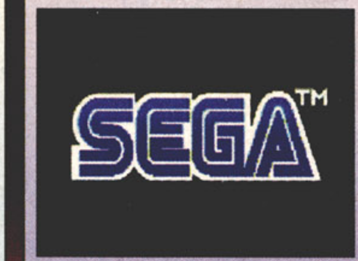


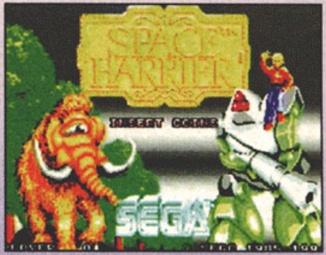
Pause the game, then **simultaneously press Left and Button C**. Next, **press Up, Up, Left, Down, Down, Right, and Button C**. If you've done the trick correctly, you'll hear a laser blast. Unpause the game, then pause it again and **simultaneously press Right and Button C** to skip a level.

32X

Space Harrier

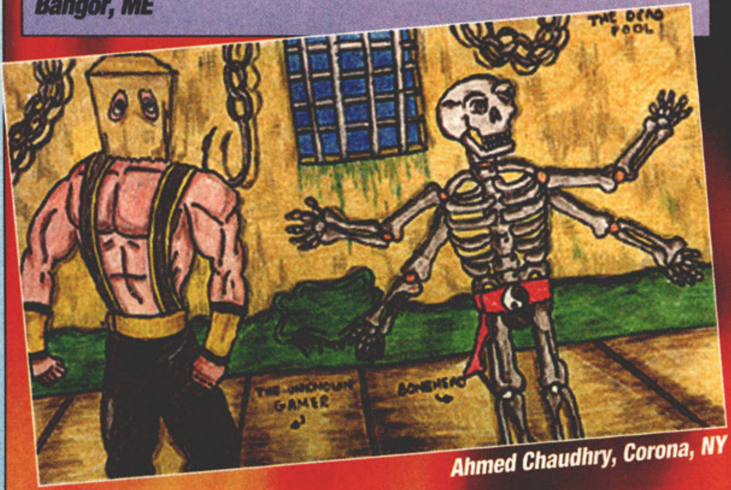
More Continues





Turn on the game and wait for the Sega logo to appear. Then, on Controller Two, **press and hold Buttons A and C** and **press Start**. On the title screen you should see the words "Insert Coin" flash. Start a game, and you'll have three continues.

Jennifer Bentley
Bangor, ME

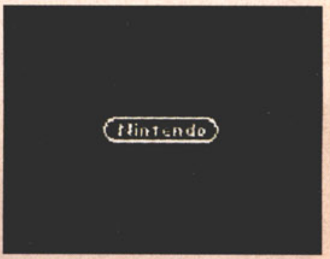


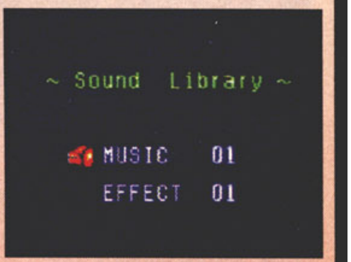
Ahmed Chaudhry, Corona, NY

Super NES

Super Punch-Out!

Sound Test





```
~ Sound  Library ~

MUSIC    01
EFFECT   01
```

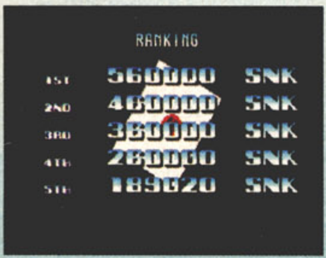
Turn on the game and when you see the Nintendo logo, hold down the top **L and R buttons**. This automatically takes you to a music and sound effect test. **Press Button A** on Controller One to play the sound or music.

Chuck McClure
Lewisport, KY

Neo•Geo

The King of Fighters '94

Arcade Mode Code



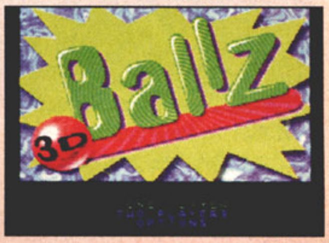
```
        RANKING

1ST   560000   SNK
2ND   460000   SNK
3RD   360000   SNK
4TH   260000   SNK
5TH   189020   SNK
```

This code allows you to play The King of Fighters '94 in its true uncensored arcade form. At the Ranking screen, **press and hold Button A and Button D on Controller One** and **press and hold Button B and Button C on Controller Two**. Then begin a normal game. You should get all the blood and Mai Shiranui in her original form!

Super NES

Ballz

Turbo Code



93
kiss the canvas!

At the title screen, **press button A nine times.**

Alfred Hughes
Los Angeles, CA

Genesis

Bubsy II

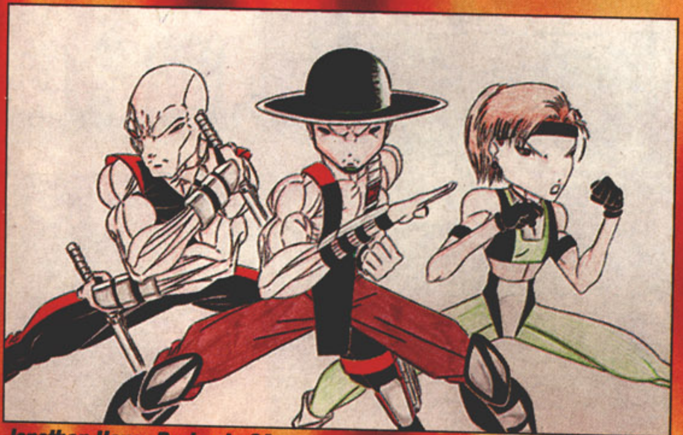
Invincibility, Super Jumps, and More

BUBSY II
Licensed by Sega Enterprises, Ltd.
©1993,1994 Accolade, Inc.
0000000
03
14:55
96
000
0000000
09
14:57
000
0000400
02
200
14:49
004

Do the button presses at the title screen to get the desired cheat.
99 portable holes: **Press Right, Up, B, B.**
Super jumps: **Press B, A, B, C.**
50 lives: **Press B, Up, B, B, A.**
Invincibility: **Press C, A, B, C, Up, Down.**
99 nerf shots: **Press B, A, Left, Left.**
99 diving suits: **Press B, Left, Up, B.**

Eric Jacobs
Jackson, MS

David Dabila, Cleveland, OH

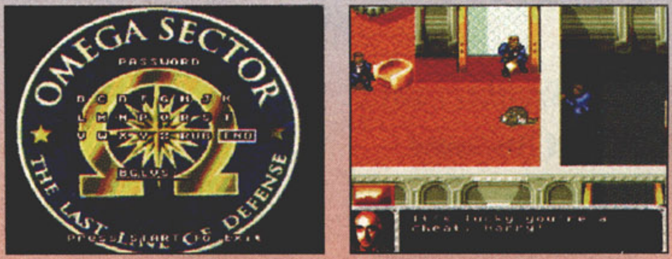


Jonathan Hong, Burbank, CA

Genesis / Super NES

True Lies

Passwords for Infinite Lives, Full Weapons, and Infinite Continues


OMEGA SECTOR
PASSWORD
THE LAST LINE OF DEFENSE
BGLVS
PRESS START TO EXIT

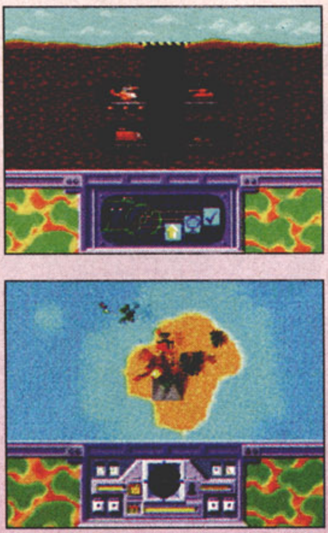
Enter the following passwords:
Full weapons: **BGWPNS**
Infinite lives: **BGLVS**
Invincibility: **BGGRLY**

Steven Hadala
Trenton, NJ

3DO

Return Fire

Invincibility



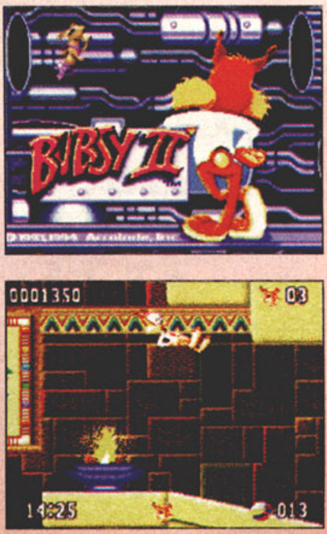
Start a game and go to the attack-craft select screen. Highlight your craft and **press Button C. Hold down the top R and L buttons**. While holding L and R, **press and hold Buttons B and C**. Continue to hold all four buttons and **press the Stop button**. This takes you to the Exit Game option. At this screen, continue to hold the four buttons and **push Down on the directional pad**. You'll hear a confirming sound. Do this for each craft you wish to make invincible.

Robert Murphy
Miami, FL

Super NES

Bubsy II

99 Portable Holes, 50 Lives, and More


BUBSY II
©1993,1994 Accolade, Inc.
0001350
03
14:25
013

Do the pad tricks at the title screen.

99 portable holes: **Press Right, Up, Select, Select.**

Super jumps: **Press B, A, B, Y.**

50 lives: **Press B, Up, B, Select, Y.**

Invincibility: **Press X, A, B, Y, Up, Down.**

99 nerf shots: **Press B, A, Left, Left.**

99 diving suits: **Press B, Left, Up, B.**

Eric Jacobs
Jackson, MS

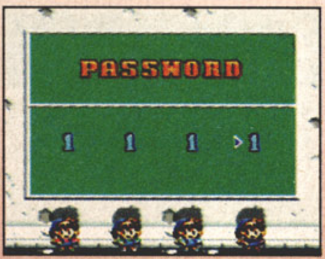
S.W.A.T.PRO

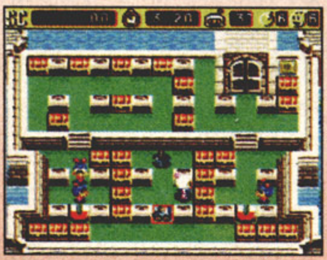
Video Game Strategies, Weapons, and Tactics

Super NES

Super Bomberman 2

Excellent Password


PASSWORD
1 1 1 >1



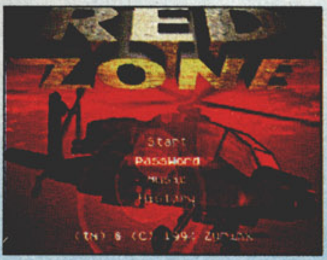
At the title screen, select "Password," and enter `1111`. This password enables you to drop six bombs with the maximum blast radius and gives you a detonator. If you're blown up, the only item you'll lose is the detonator.

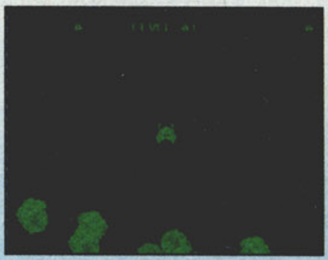
Tom Lindsey
Chandler, AZ

Genesis

Red Zone

Hidden Asteroids Game


RED ZONE
Start
Password
Music
History



Start the game, go to the Password option at the title screen, and press Start. Then enter the following password: `C, C, A, C, A, A, C, A, C, A, C`. Press Start to play a hidden shooter game.

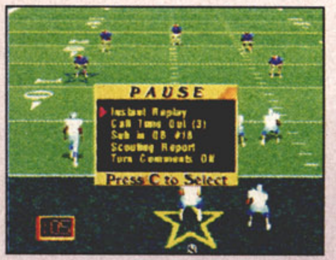
SHODOWN
HANZO

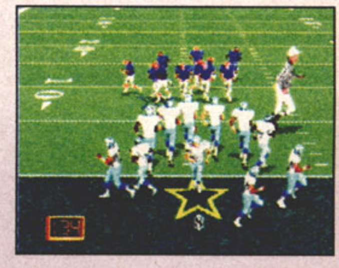
Jonathan Rice, Kenner, LA

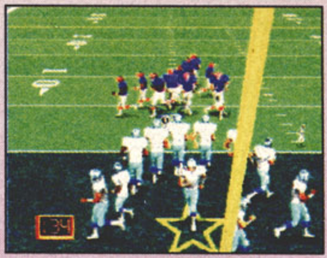
3DO

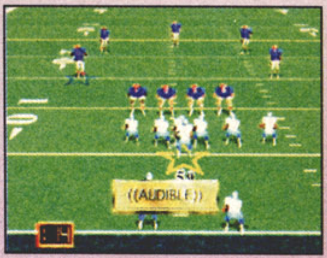
John Madden Football

Resize Referee and Players


PAUSE
Instant Replay
Call Time Out (3)
Sub in QB #18
Scouting Report
Turn Comments Off
Press C to Select







Attack of the giant referee:
Start a regular game and pause it. Then **press R, D, L, U, R, D**. Unpause the game, and the referee will be a giant.

The incredible shrinking referee:
Pause the game and **press L, D, R, U, L, D, R**. Unpause the game, and the referee will be pint sized.

Shrink the players:
Pause the game and **press the Stop (X) button five times**. Unpause the game, and the players will be smaller, which makes it harder for the opposing team to tackle your players.

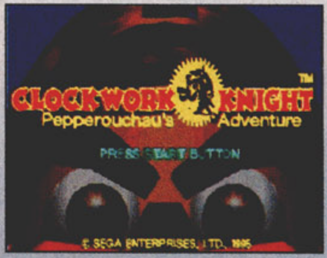
Resize the players:
Pause the game and **press B, A, B, A, X, B, A, X**. Unpause the game, and the players will return to normal size.

Wigan Ludgate
Internet

Saturn

Clockwork Knight

999 Lives


CLOCKWORK KNIGHT
Pepperouchau's Adventure
PRESS START BUTTON
© SEGA ENTERPRISES, LTD. 1995

At the title screen, **press Up, Right nine times, Down six times, Left seven times, Z, X, Y, Y, Y, Z**. Start a game, and you'll have almost unlimited lives.

Jaguar

Hover Strike

Level Skip, Unlimited Weapons, and More

VULCAN SHOOTOUT
Lives: 2
Missiles: 12
Guided Missiles: 12
Mortar Shells: 12
Terrain: Volcanic
Mission Target:
2 Power Turbines

THE FINAL STRIKE
Lives: 2
Missiles: 64
Guided Missiles: 64
Mortar Shells: 64
Terrain: Ice
Mission Target:
3 Atmospheric
Laser Cannons

Do the following pad tricks at the Mission Select screen.

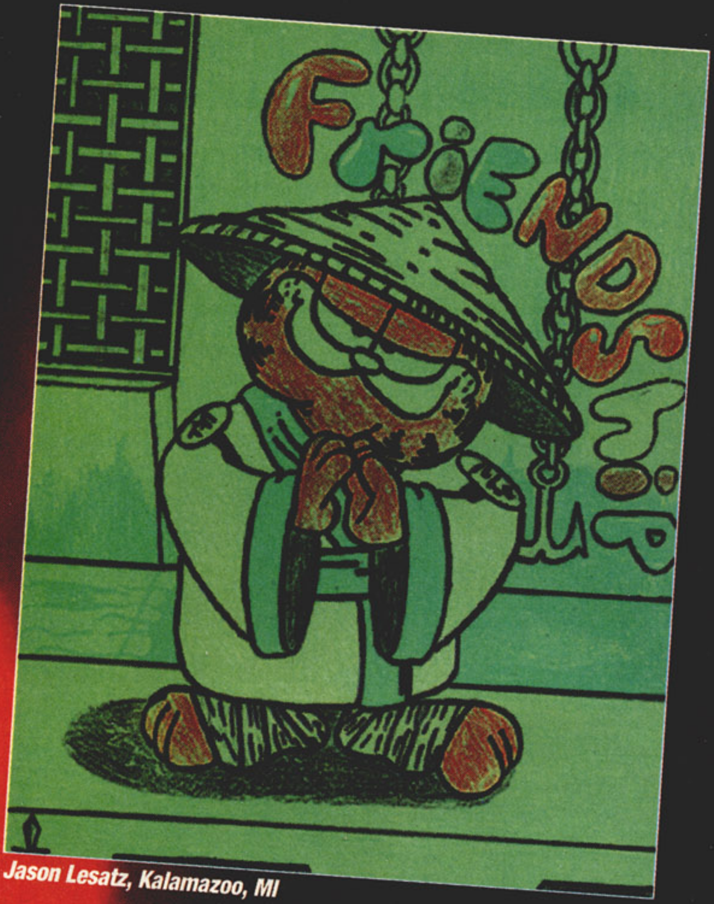
Change globe speed and direction:
Simultaneously press Buttons 4 and 6.

For unlimited weapons, energy, and shields:
Simultaneously press Down and Buttons 3, 4, 6, and 7.

Extra lives:
Simultaneosly press Buttons 3, 6, 9 and #.

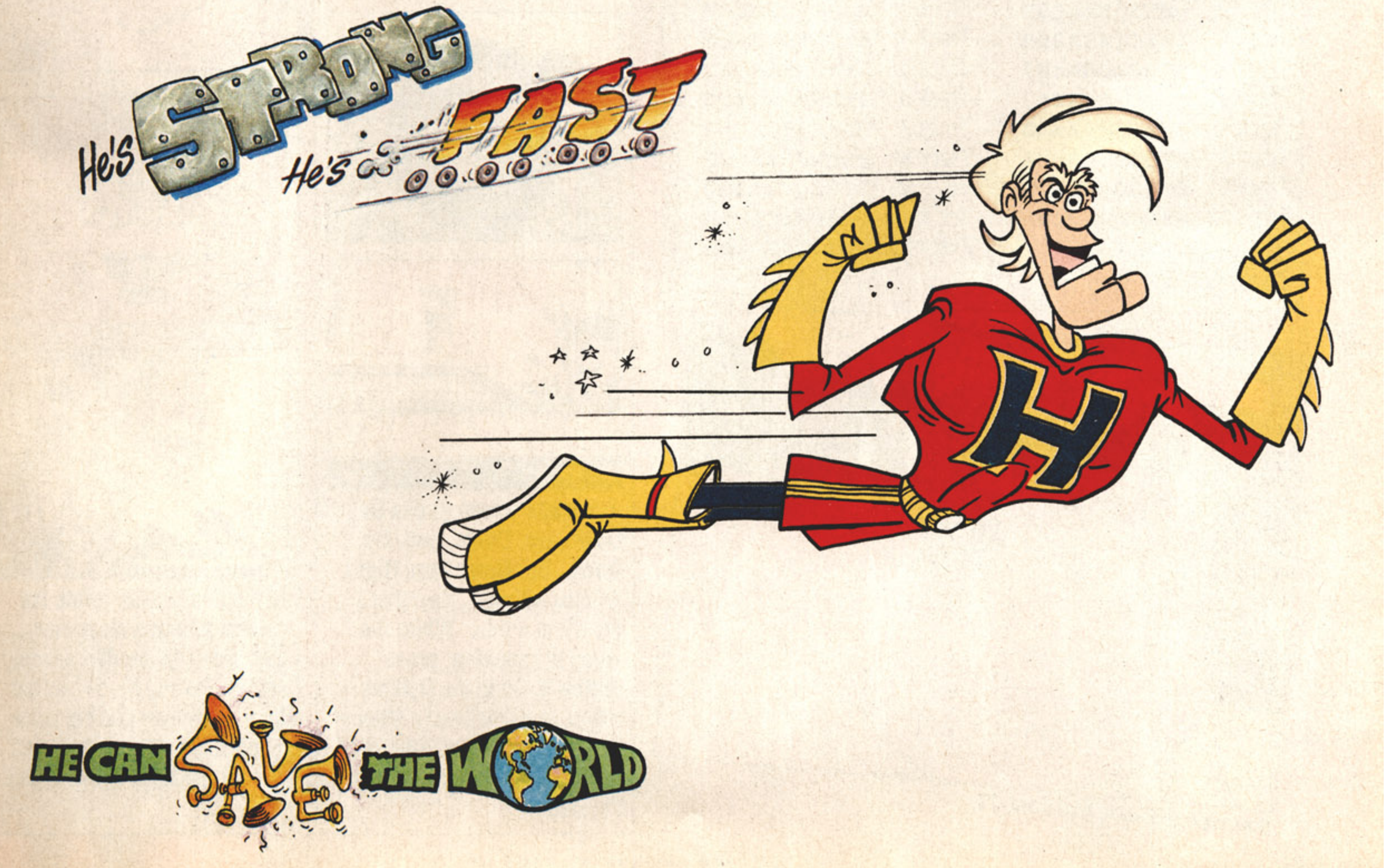
Level skip:
Simultaneously press Buttons 2, 4, 6, 7, 8, and 9.

Clay Halliwell
Clinton, MO



Jason Lesatz, Kalamazoo, MI

Advertisement


He's STRONG
He's FAST
HE CAN SAVE THE WORLD

S.W.A.T.PRO

Video Game Strategies, Weapons, and Tactics

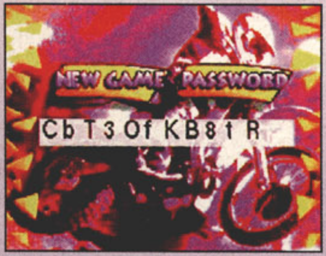
32X

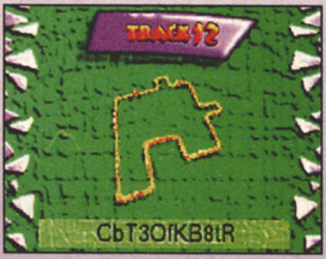
Motocross Championship

Track Passwords

MODE
SEASON
PLAYERS
ONE
LEVEL
EXPERT
MUSIC
ON
CREDITS

YOUR NEW BIKE
SUPER BIKE


NEW GAME PASSWORD
CbT3OfKB8tR


TRACK 12
CbT3OfKB8tR

250cc Class:
Track 1: **EDAAAAAAA]G**
Track 2: **qWwwBEJAooG**
Track 3: **cmYRjHSAQJH**
Track 4: **LAZC[KVA0pH**
Track 5: **jSxCnOdAcK]**
Track 6: **uipD]SmAEr]**
Track 7: **76ZEJWvAsLJ**
Track 9: **R2SWtb4A0MK**
Track 11: **xZT3OeCBAOL**
Track 12: **n3DoQhGBouL**

With the Super Bike:
Track 1: **GDAAAAAAA]M**
Track 2: **XWwwhEKAgoM**
Track 3: **BrQBjHPAEJN**
Track 4: **nHRykJVAopN**
Track 5: **dW5CmMfA]KO**
Track 6: **VrhTnPmAsqO**
Track 7: **UAKU]TpAQLP**
Track 8: **yQqUJUzA0rP**
Track 9: **2[S1qV1AUMQ**
Track 11: **oGjmNcCBUNR**
Track 12: **CbT3OfKB8tR**

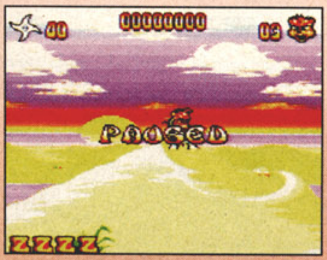
Jonathan Parks
Somerdale, NJ

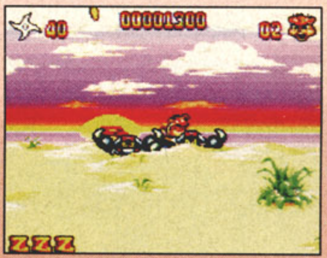
Dominick Mahonez, Fort Hood, TX

Super NES

Zero the Kamikaze Squirrel

Unlimited Shurikens, Lives, and Hit Points


00
00000000
03
PAUSED
ZZZZ

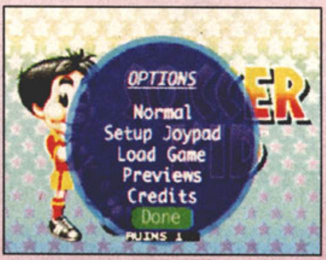

00
00001200
02
ZZZ

Start a new game and pause it. Then enter any of the following button presses.
Unlimited shurikens: **Press Down, A, B.**
Unlimited lives: **Press B, A, B, B, Y.**
Unlimited hit points: **Press B, Up, B, B, A.**

3DO

Soccer Kid

Stage Select


OPTIONS
Normal
Setup Joypad
Load Game
Previews
Credits
Done
RUINS 1

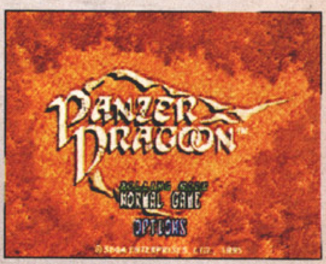
At the title screen, **press Up, Down, Up, Down, Left, Up, Down, Up, Down, and Right**. A voice will say, "Hey, that's the cheat mode." **While the voice is speaking, press Button B**. Go to the Options menu, and you'll see a stage-select option at the bottom. **Press L or R** to cycle through the stages.

Saturn

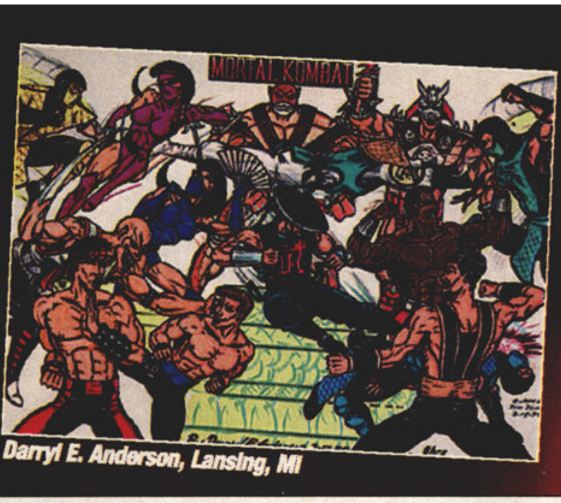
Panzer Dragoon

Rolling Mode

PANZER DRAGOON
© SEGA ENTERPRISES, LTD. 1995


PANZER DRAGOON
ROLLING MODE
NORMAL GAME
OPTIONS
© SEGA ENTERPRISES, LTD. 1995

At the title screen, **rotate the control pad in a clockwise direction repeatedly** until the words "Rolling Mode" appear. Now, whenever you tap twice diagonally on the control pad, you can perform a 360-degree barrel roll.

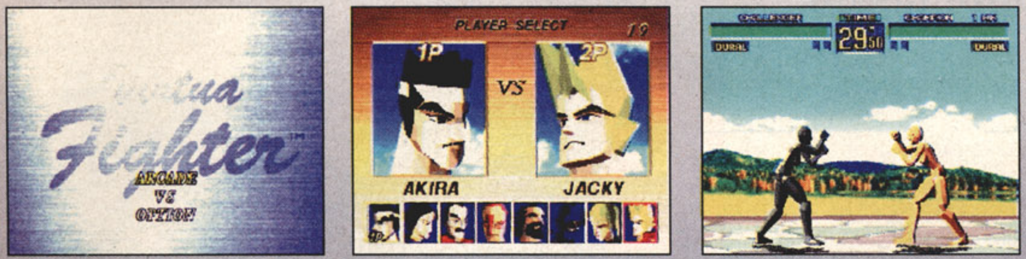

MORTAL KOMBAT

Darryl E. Anderson, Lansing, MI

Saturn

Virtua Fighter

Play as the Boss Dural


Virtua Fighter
ARCADE
VS
OPTION
PLAYER SELECT
1P
VS
2P
AKIRA
JACKY
29:50
DURAL
DURAL

Start a regular VS or Arcade game. At the fighter-select screen, **press Down, Up, Right, and simultaneously press A and Left**. Do this pad trick on two controllers for a boss versus boss fight.

Do You Have a Secret Weapon?

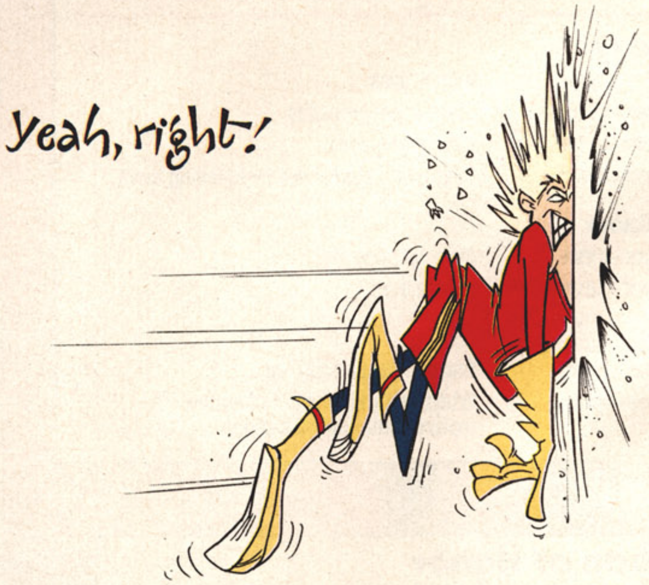
If so, send it to SWAT and, if we publish it, we'll send you a free *GamePro* T-shirt! We also want more of your artwork. Every reader who gets their artwork published in SWAT will also receive a free T-shirt. Cool! Send your best tips and secrets to:

GamePro Magazine
Secret Weapons
P.O. Box 5828
San Mateo, CA 94402

You can also e-mail us your tips at:

swat.gamepro@iftw.com

Advertisement



IBM
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Cool Science Series

another hilarious character from our fun & games dept.

There's only one Hyperman™ (Thank heaven!) on CD-ROM, and only you can help him save the world. You'll solve puzzles, outwit an evil alien, and maybe even learn some science along the way. Cool. ⚛ Check out Hyperman on the Internet at http://www.cdrom.ibm.com To order, visit your local retailer or call 1 800 426-7235 (source code 5201).

IBM

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GAME ENHANCERS

Hot Game Genie and Pro Action Replay Codes

Super NES (Game Genie)

Spider-Man

DBAF-1FD0	Start with nine lives
FDAB-1D65	Start with 99 lives
CB9C-1DA4	Infinite green grenades
CBCC-4FA4	Infinite blue grenades

Genesis (Game Genie)

Road Rash 3

R0TB-86XJ	Master code (Note: This must be entered first)
ATXT-EA6N	Bike doesn't take damage from hitting cars
8T2A-ACAC	Start with $5000
RFHT-C612	Never get charged for police fines

Nintendo (Game Genie)

Smash TV

UIVY-GXVS	Infinite lives
OPNX-VTTE	Many more grenades
OXXU-UYVS	Infinite grenades
EAOZ-PZEY	Destroy most enemies by touching them

Toki Game

AEKY-XYZA	Start with one life
SXNY-ZSVK	Infinite lives
SZNO-GUVV + SXEO-LUVV + SXOO-ZUSE	Weapon doesn't run out
IEOP-TLAA	When weapon runs out of ammo, it's replaced with fireball weapon

Code of Honor

Have you discovered a hot Game Genie or Pro Action Replay code? If so, send it to Game Enhancers. If we publish your code, we'll print your name and you'll get a cool *GamePro* T-shirt! So get cranking on those codes and send them to:

GamePro Magazine
Secret Weapons (Game Enhancers)
P.O. Box 5828
San Mateo, CA 94402

You can also e-mail your codes to:
swat.gamepro@iftw.com

Genesis (Pro Action Replay)

Rolling Thunder 2

FFF24-30036	Player Two has infinite bullets
FFF24-50040	Player Two has an infinite machine gun
FFCD7-30001	Player Two has invulnerability
FFF24-D0002	Player Two has infinite lives
FFF04-D000X	Level select (replace "X" in code with "0–A" for level number)

Zero Tolerance

FF0DE-00064	Infinite energy
FF103-80068	Infinite ammo
FF104-0001E	Infinite rockets

Why you little
Dear Editor
P.O. Box 5828
San Mateo
CA 94402
I wish I had longer legs

Stacy Chen, Redwood City, CA

Super NES (Pro Action Replay)

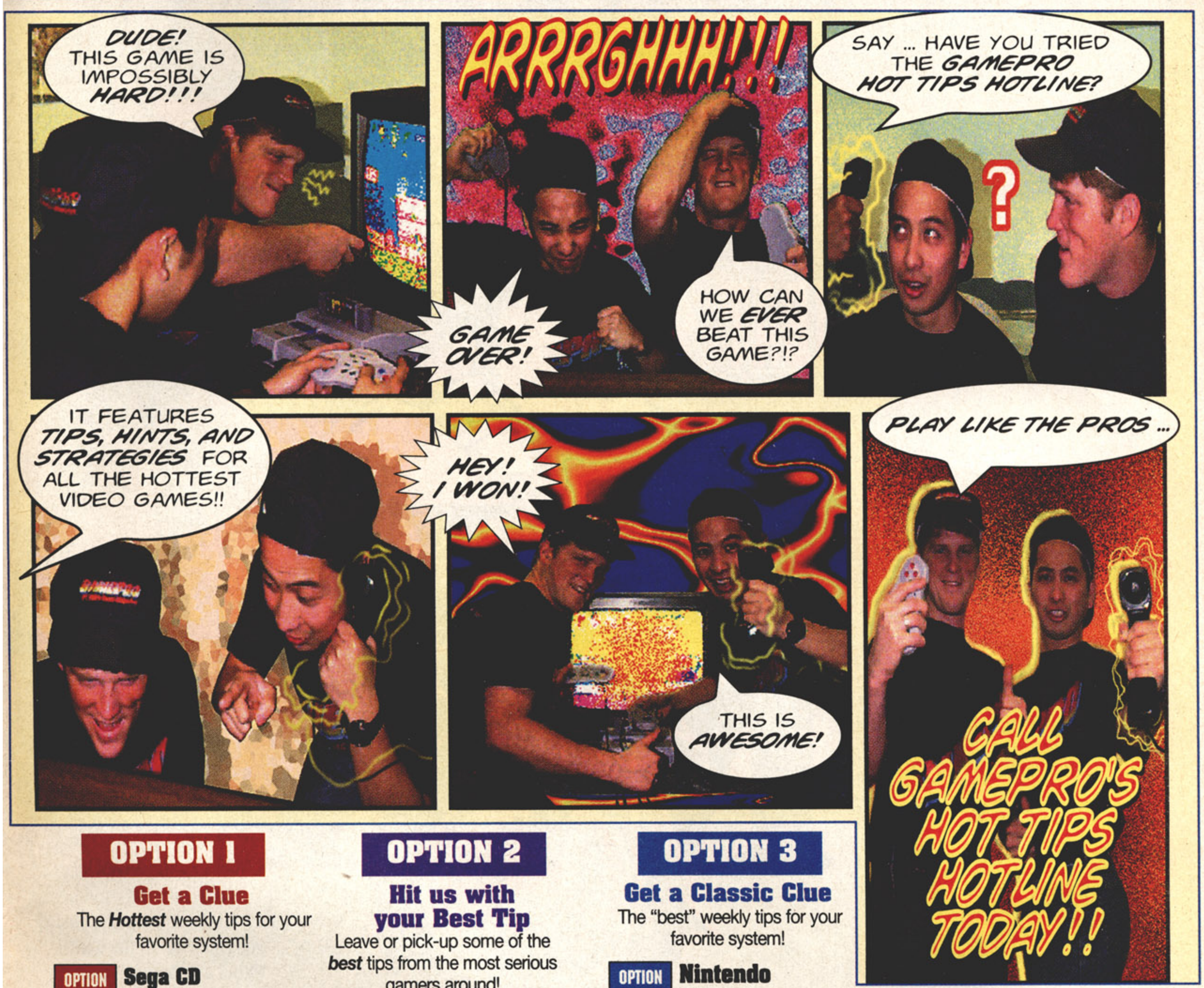
Sparkster

00FF-AD00	Allows you to play the European version on Japanese and U.S. carts
7E06-910E	Unlimited energy
7E01-6809	Unlimited lives
7E01-6A63	Extra life for each gem collected
7E06-A8FF	Full power meter
7E07-2100	One hit needed to kill the first boss on Level One
7E07-B100	One hit needed to kill the second boss on Level One
7E0C-6100	One hit needed to kill the boss on Level Two

Vortex

0299-69EA	Unlimited lives
02F0-6FEA	Unlimited cannons

ADVENTURES IN VIDEO GAMING!


DUDE! THIS GAME IS IMPOSSIBLY HARD!!!
ARRRGHHH!!!
GAME OVER!
HOW CAN WE EVER BEAT THIS GAME?!?
SAY ... HAVE YOU TRIED THE GAMEPRO HOT TIPS HOTLINE?
IT FEATURES TIPS, HINTS, AND STRATEGIES FOR ALL THE HOTTEST VIDEO GAMES!!
HEY! I WON!
THIS IS AWESOME!
PLAY LIKE THE PROS ...
CALL GAMEPRO'S HOT TIPS HOTLINE TODAY!!

OPTION 1

Get a Clue

The *Hottest* weekly tips for your favorite system!

- **OPTION 1** **Sega CD** 1 Tip
- **OPTION 2** **Super Nintendo** 3 Tips
- **OPTION 3** **Sega Genesis** 3 Tips
- **OPTION 4** **Alternative Systems** 3 Tips

OPTION 2

Hit us with your Best Tip

Leave or pick-up some of the *best* tips from the most serious gamers around!

- **OPTION 1** **Nintendo**
- **OPTION 2** **Super Nintendo**
- **OPTION 3** **Sega Genesis**

OPTION 3

Get a Classic Clue

The "best" weekly tips for your favorite system!

- **OPTION 1** **Nintendo** 2 Tips
- **OPTION 2** **Super Nintendo** 2 Tips
- **OPTION 3** **Sega Genesis** 2 Tips
- **OPTION 4** **Hand Held** 2 Tips each

OPTION 4

Slammin'

16-bit tip of the week!

OPTION 5

Scary Larry's Hot Picks

Leave your best tip for Scary Larry... you may get picked!

Now available in Canada!
1-900-451-5552
Calls costs $1.49 a minute (Canadian)

1-900-860-TIPS

Calls average three minutes in length and cost $1.29 a minute. Touch-tone phone required.

Be sure to get your parents' permission to use the Hotline if you are under 18 years of age. Messages subject to change without notice. A service of Infotainment World in San Mateo, CA

THE FIGHTER'S EDGE

Tournament-Winning Combos and Strategies

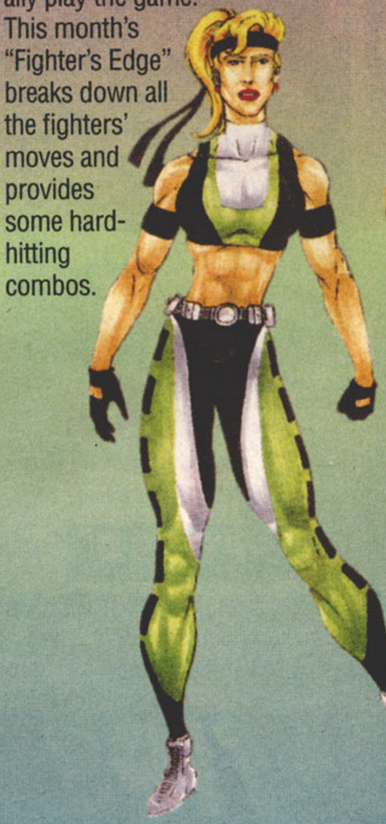
ARCADE

MORTAL KOMBAT 3

By Bruised Lee

(Special thanks to "XBen," Brian L. Smolik, John George, and Eric Bianchi)

In MK 3's updated 2.0 version, several moves and combos have been changed to balance the characters. Some combos are now less devastating, giving players an increased chance to survive long enough to actually play the game. This month's "Fighter's Edge" breaks down all the fighters' moves and provides some hard-hitting combos.

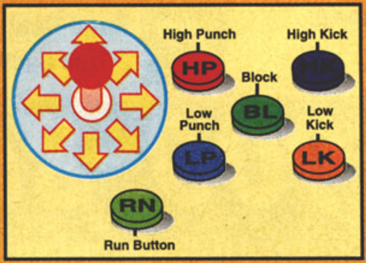


Fatality

This list of finishing moves covers most of the characters and includes some Babality and Friendship moves. To do a Babality or Friendship, don't use the Block button on the deciding round.

To perform an Animality, you must be on the third round and perform a Mercy. To perform a Mercy, hold RN, tap ↓, ↓, ↓, then release RN.

Controller Legend



↑ = Up
↗ = Up-Toward
→ = Toward
↘ = Down-Toward
↓ = Down
↙ = Down-Away
← = Away
↖ = Up-Away
HP = High Punch
LP = Low Punch
BL = Block
HK = High Kick
LK = Low Kick
RN = Run

Motion = Move the joystick in one continuous, smooth motion.

Tap = Tap the indicated buttons or directions in sequence.

Charge = Hold the direction or button indicated for the indicated time.

( ) = Execute commands in parentheses simultaneously.

Special Note: All techniques are described under the assumption that your character is facing to the right. If they're facing left, reverse any Toward and Away commands.

(Special thanks to Adam and Mike at Golfland USA in Sunnyvale, CA; 408/245-8434)

Golfland
ENTERTAINMENT CENTERS

Cyrax

Finishing Moves

Helicopter
Tap ↓, ↓, ↑, ↓, HP

Pit
Tap RN, BL, RN

Animality
When in close, tap ↑, ↑, ↓, ↓

Friendship
Tap RN, RN, RN, ↑

Jax

Finishing Move

Stomp
When far away, tap RN, BL, RN, RN, LK

Friendship
Tap LK, RN, RN, LK

Babality
Tap ↓, ↓, ↓, LK

Kabal

Finishing Moves

Head Inflation
Tap ↓, ↓, ←, →, BL (stand half a screen's distance away)

Face of Death
When in close, tap RN, BL, BL, BL, HK

Pit
Tap BL, BL, BL, HK

Animality
When in close, hold HP, tap →, →, ↓, →, release HP

Babality
Tap RN, RN, LK

Kano

Finishing Move

Skull Rip
When in close, hold LP, →, ↓, ↓, →, release LP

Friendship
Tap LK, RN, RN, HK

Kung Lao

Finishing Move

Death Spin
When far away, tap (RN BL), (RN BL), ↓

Animality
When in close, tap RN, RN, RN, RN, BL

Liu Kang

Finishing Moves

Flame Engulf
Tap →, →, ↓, ↓, LK

Mortal Drop
Tap ↑, ↓, ↑, ↑, (RN BL)

Animality
From sweep distance, tap ↓, ↓, ↑

Babality
Tap ↓, ↓, ↓, HK

Friendship
Tap RN, RN, RN, RN, ↓

Nightwolf

Finishing Moves

Lightning Axe
Tap ←, ←, ↓, HP (stand half a screen's distance away)

Pit
Tap RN, RN, RN, BL

Animality
When in close, tap →, →, ↓, ↓

Friendship
Tap RN, RN, RN, RN, ↓

Sektor

Finishing Moves

Flamethrower
Tap →, →, →, ←, BL (stand half a screen's distance away)

Pit
Tap ↓, ↓, ↓, RN

Animality
When in close, tap →,→,↓,↑

Friendship
Tap RN, RN, RN, RN, ↓

Sheeva

Finishing Moves

Skin Rip
When in close, hold HK, tap →, ←, →, →, release HK

Pit
Tap ↓, →, ↓, →, LP

Animality
Tap RN, BL, BL, BL, BL

Babality
Tap ↓, ↓, ↓, ←, HK

Sindel

Finishing Moves

Death Scream
When in close, tap RN, RN, BL, BL, (RN BL)

Hair of Death
From sweep distance, tap RN, RN, BL, RN, BL

Pit
Tap ↓, ↓, ↓, ↓, LP

Babality
Tap RN, RN, RN, ↑

Friendship
Tap RN, RN, RN, RN, RN, ↑

Sonya

Finishing Move

Pit
Tap →, →, ↓, HP

Stryker

Finishing Moves

Explode
When in close, tap ↓, →, ↓, →, BL

Shocker
From far away, tap →, →, →, LK

Animality
From sweep distance, tap RN, RN, RN, RN, BL

Sub-Zero

Finishing Move

Ice Breaker
When in close, tap BL, BL, RN, BL, RN

Animality
When in close, tap ↑,→,↑,↑

Babality
Tap ↓, ←, ←, HK

Friendship
Tap LK, RN, RN, ↑

Shang Tsung

Finishing Move

Spikes
When in close, hold LP, tap ↓, →, →, ↓, release LP

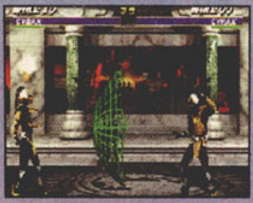
Babality
Tap RN, RN, RN, LK

Friendship
Tap LK, RN, RN, ↓

CYRAX

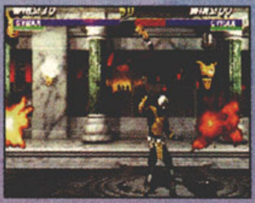
SPECIAL MOVES

Green Net



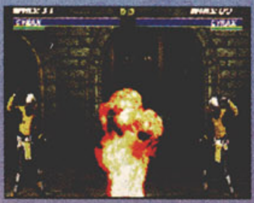
Tap ←, ←, LK

Teleport



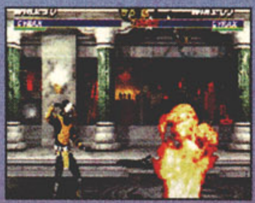
Tap →, ↓, BL

Close Bomb



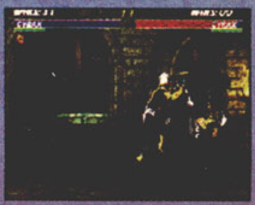
Hold LK, tap ←, ←, HK

Far Bomb



Hold LK, tap →, →, HK

Air Throw

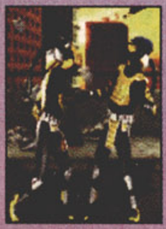


Tap ↓, →, BL. When in close, tap (← LP) or (→ LP).

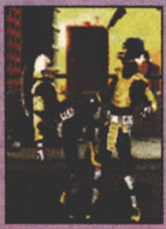
Note: Your opponent must be in the air.

COMBOS

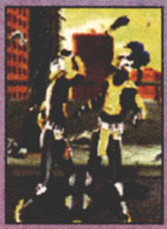
In-Close Combo: 6-Hit (30% Damage)



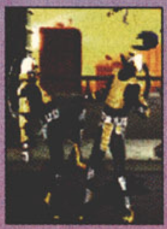
Tap HP twice



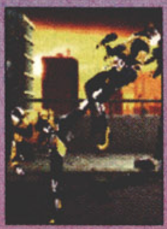
Tap HK



Tap HP



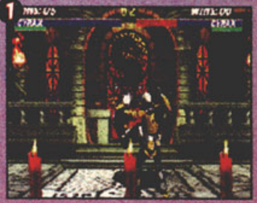
Tap HK



Tap (← HK)

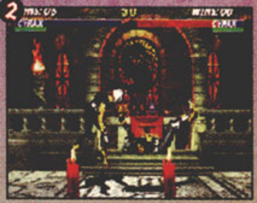
Double Throw Combo: 2-Hit (40% damage)

1



When in close, tap →, LP for Cyrax's Pile Driver throw.

2

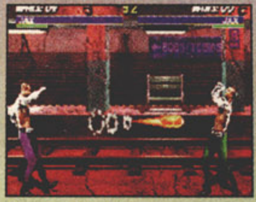


When your opponent bounces off the ground from the Pile Driver, tap ↓, →, BL. When in close, tap (← LP) or (→ LP) for the second throw.

JAX

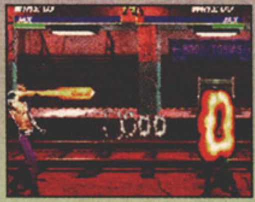
SPECIAL MOVES

Single Missile



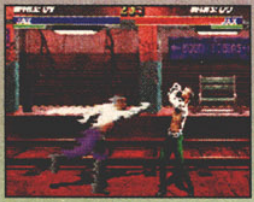
Tap ←, →, HP

Double Missile



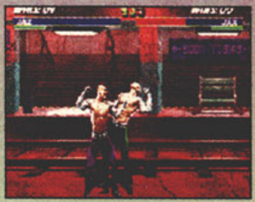
Tap →, →, ←, ←, HP

Bionic Rush



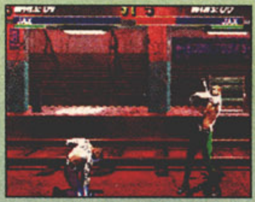
Tap →, →, HK

Gotcha Grab



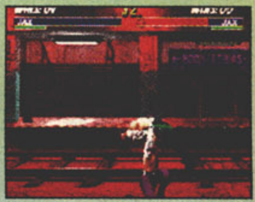
Tap →, →, LP

Ground Slam



Charge LK for three seconds, release LK

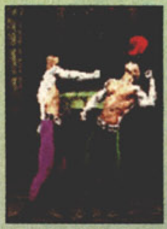
Back Breaker



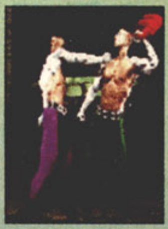
While in the air, hold BL

COMBOS

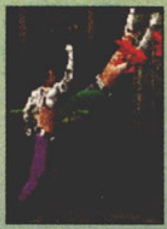
In-Close Combo: 5-Hit (24% Damage)



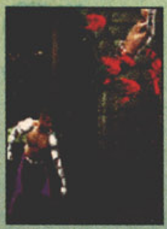
Tap HP twice



Tap BL

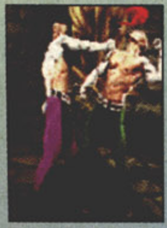


Tap LP

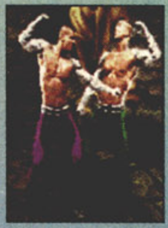


Tap (← HP)

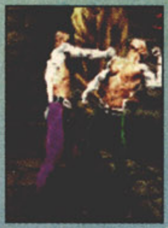
Corner Juggle Combo: 7-Hit (33% Damage)



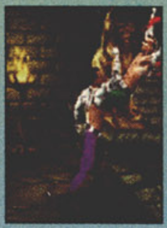
Tap HP



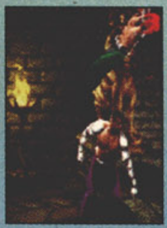
Tap HP



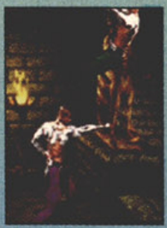
Tap BL



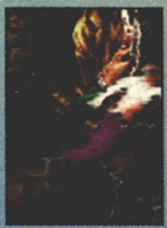
Tap LP



Tap (← HP)



When standing, tap LP

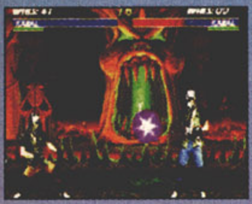


Tap →, →, HK

KABAL

SPECIAL MOVES

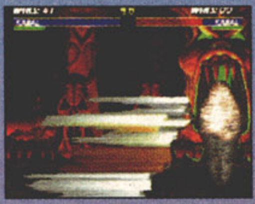
Fireball



Tap ←, ←, HP

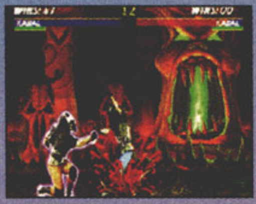
Note: You can perform this move in the air.

Web Spin



Tap ←, →, LK

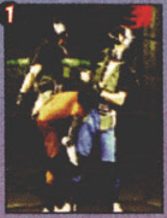
Ground Saw



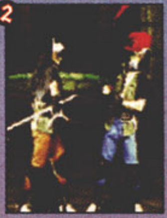
Tap ←, ←, ←, RN

COMBOS

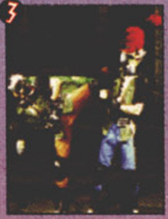
In-Close Combo: 6-Hit (37% Damage)



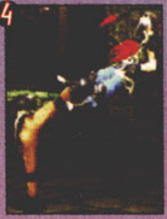
Tap LK twice



Tap HP twice

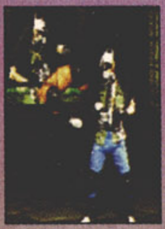


Tap HK

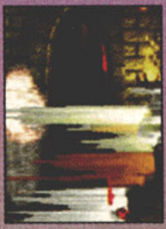


Tap (← HK)

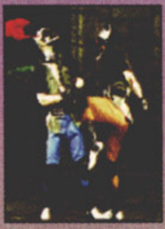
In-Close Juggle Combo: 9-Hit (45% Damage)



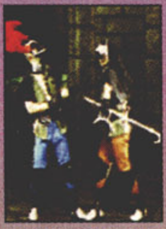
Do a deep jump kick



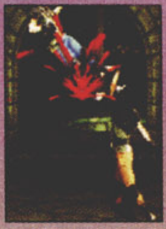
Tap ←, →, LK



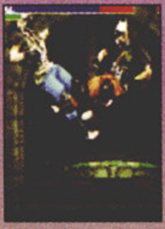
Tap LK twice



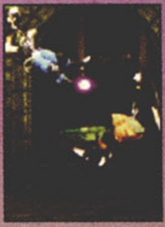
Tap HP twice



Tap (↓ HP)



Jump kick

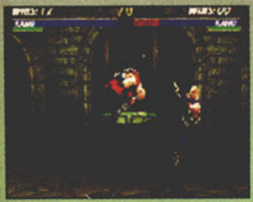


Tap →, →, HP while still in the air

KANO

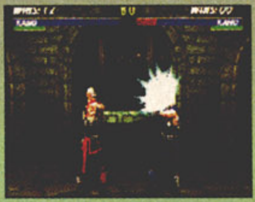
SPECIAL MOVES

Spinning Ball



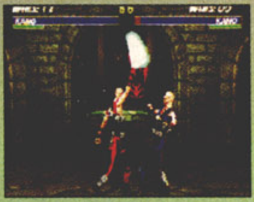
Charge LK for three seconds, release LK

Blade Toss



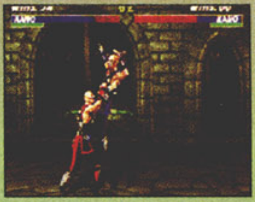
Motion ↓ ↙ ← HP

Blade Swipe



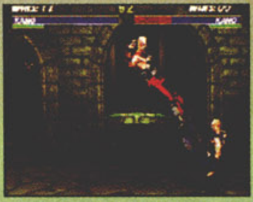
Motion ↓ ↘ → HP

Grab and Shake



Motion ← ↙ ↓ ↘ → LP

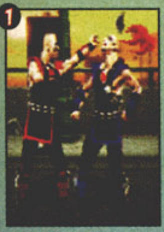
Air Throw



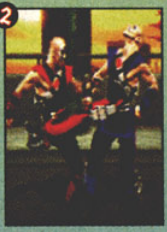
Hold BL while in the air

COMBOS

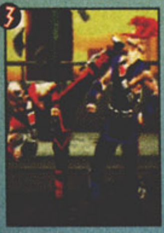
In-Close Combo: 5-Hit (26% Damage)



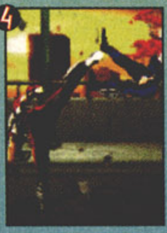
Tap HP twice



Tap HK

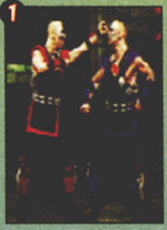


Tap LK

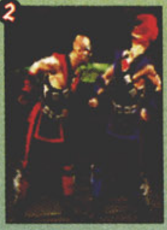


Tap (← HK)

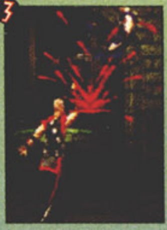
In-Close Air Juggle Combo: 7-Hit (40% Damage)



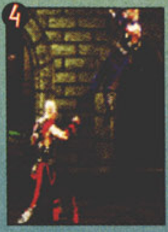
Tap HP twice



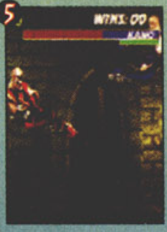
Tap (↓ LP)



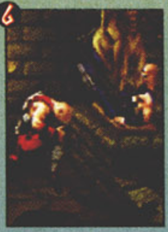
Tap (↓ HP)



Hold LK and walk in with HP



Jump kick

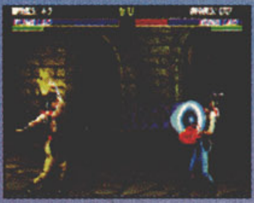


Release LK

KUNG LAO

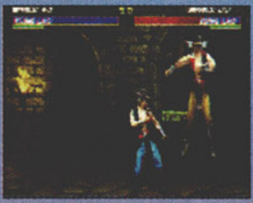
SPECIAL MOVES

Hat Throw



Tap ←, →, LP

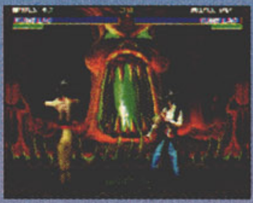
Teleport



Tap ↓, ↑

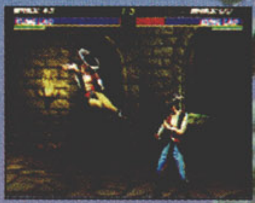
Note: You can punch or kick immediately following the teleport.

Spinning Shield



Tap →, ↓, →, RN

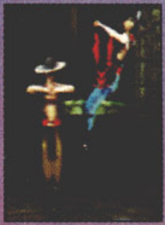
Air Diving Kick



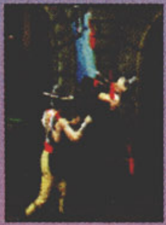
Tap (↓ HK) while in the air.

COMBOS

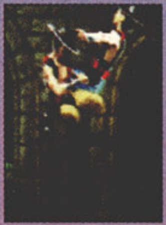
Spinning Shield Combo: 4-Hit (44% Damage)



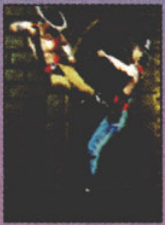
Tap →, ↓, →, RN



Run in with HP

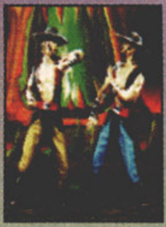


Jump kick

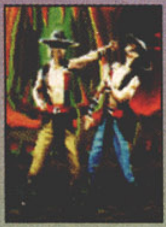


Tap (↓ HK) while in the air.

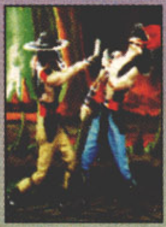
In-Close Combo: 7-Hit (34% Damage)



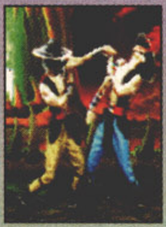
Tap HP



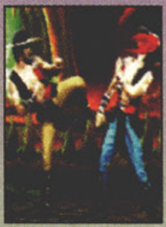
Tap LP



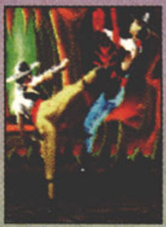
Tap HP



Tap LP



Tap LK twice

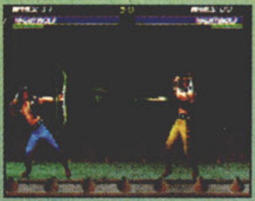


Tap (← HK)

NIGHTWOLF

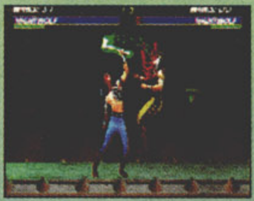
SPECIAL MOVES

Arrow Attack



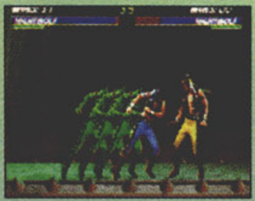
Motion ↓ ↙ ← LP

Hatchet Uppercut



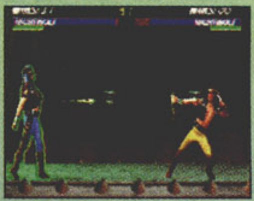
Motion ↓ ↘ → HP

Shadow Charge



Tap →, →, LK

Chest Reflect

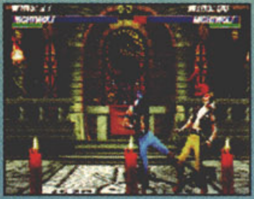


Tap ←, ←, HK

Note: This move will reflect projectiles.

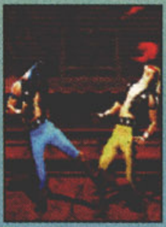
COMBOS

In-Close Combo: 3-Hit (19% Damage)

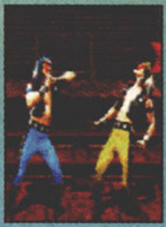


Tap HK, HK, (← HK)

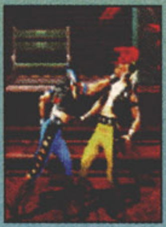
In-Close Double-Hatchet-Uppercut Combo: 7-Hit (42% Damage)



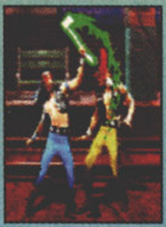
Tap LK



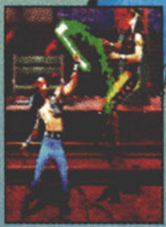
Tap HP twice



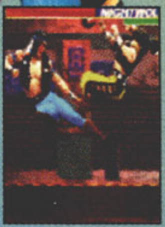
Tap LP



Motion ↓ ↘ → HP



Walk in close and motion ↓ ↘ → HP

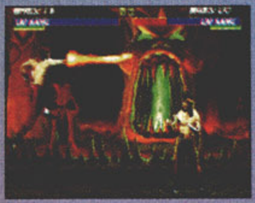


Jump kick

LIU KANG

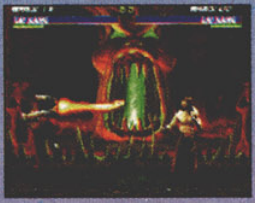
Special Moves

Air Fireball



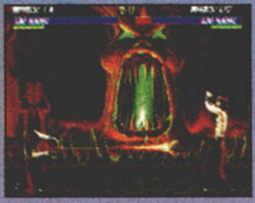
Tap →, →, HP while in the air

High Fireball



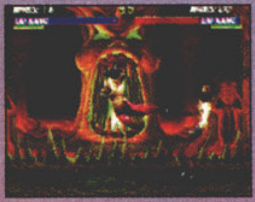
Tap →, →, HP

Low Fireball



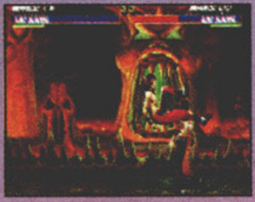
Tap →, →, LP

Flying Kick



Tap →, →, HK

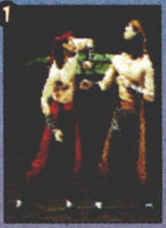
Bicycle Kick



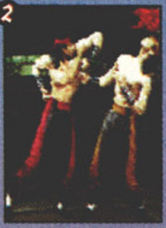
Charge LK for three seconds, release LK

Combos

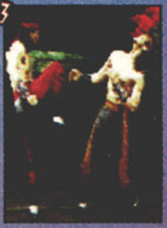
In-Close Combo: 7-Hit (36% Damage)



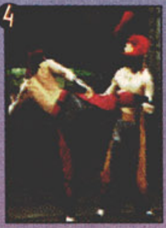
Tap HP twice



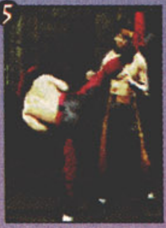
Tap BL



Tap LK twice

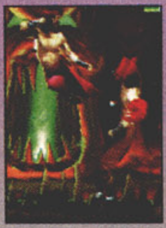


Tap HK

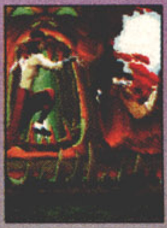


Tap (← LK)

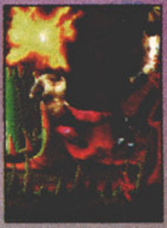
Jump Kick Combo: 3-Hit (20% Damage)



Jump kick

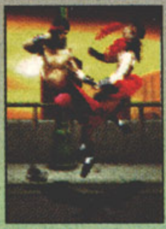


Tap →, →, HP

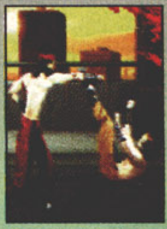


Tap →, →, HK

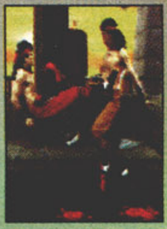
Jump Kick Combo: 3-Hit (24% Damage)



Hold down LK, then jump kick



Run in with LP

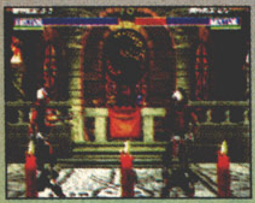


Release LK

SEKTOR

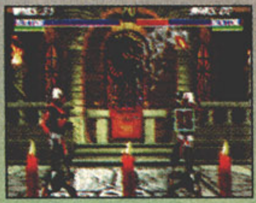
Special Moves

Missile



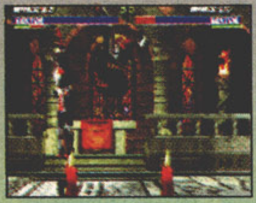
Tap →, →, LP

Seeking Missile



Motion ↓ ↙ ← HP

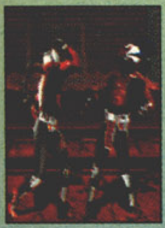
Teleport Uppercut



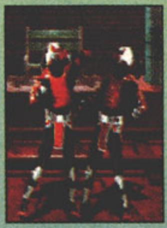
Tap →, →, LK

Combos

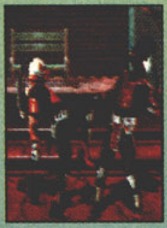
In-Close Combo: 5-Hit (26% Damage)



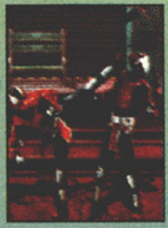
Tap HP



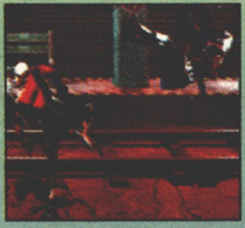
Tap HP



Tap HK

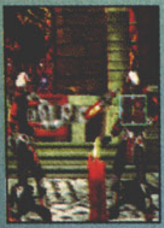


Tap HK

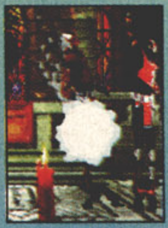


Tap (← HK)

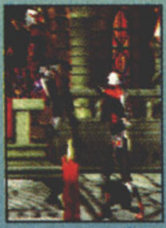
Seeking-Missile Juggle Combo: 4-Hit (40% Damage)



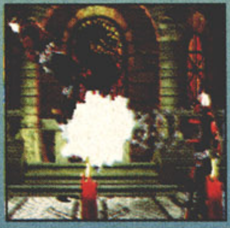
Motion ↓ ↙ ← HP



Tap →, →, LK



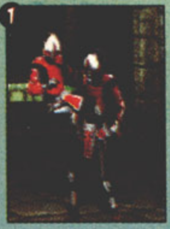
Tap LP



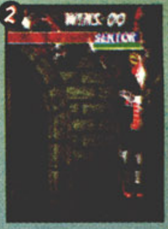
Tap ←, ←, LP

Note: You must be far away to start this combo.

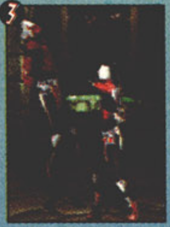
Deep-Kick Juggle Combo: 4-Hit (31% Damage)



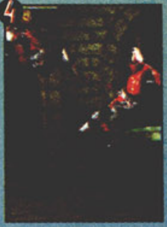
Jump in with a deep kick



Tap →, →, LK



Tap HP

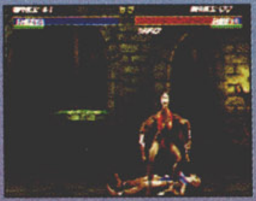


Jump kick

SHEEVA

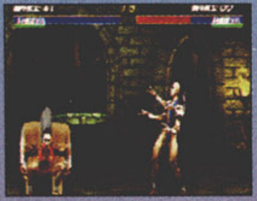
Special Moves

Teleport Stomp



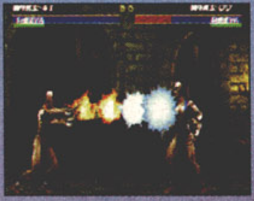
Tap ↓, ↑

Ground Stomp



Tap ←, ↓, ←, HK

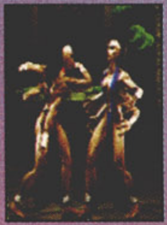
Fireball



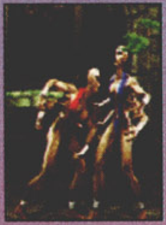
Motion ↓ ↘ → HP

Combos

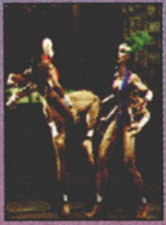
In-Close Combo: 7-Hit (42% Damage)



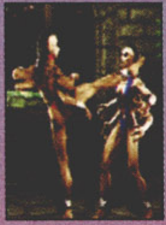
Tap HP twice



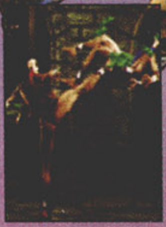
Tap LP



Tap HK twice

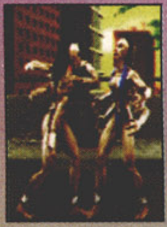


Tap LK

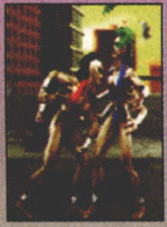


Tap (← HK)

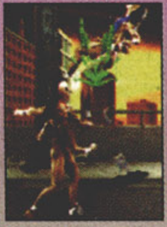
In-Close Fireball Combo: 6-Hit (36% Damage)



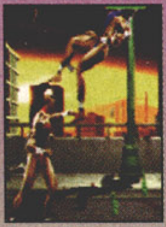
Tap HP twice



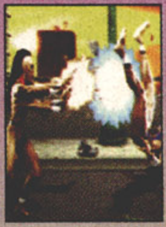
Tap LP



Tap (→ HP)



Tap HP

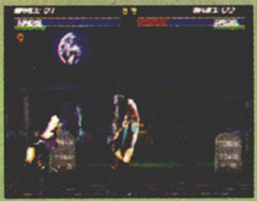


Motion ↓ ↘ → HP

SINDEL

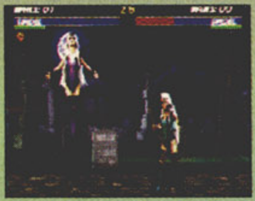
Special Moves

Wave Scream



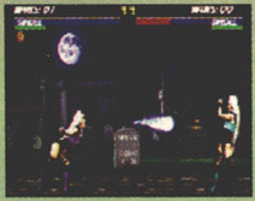
Tap →, →, →, HP

Float



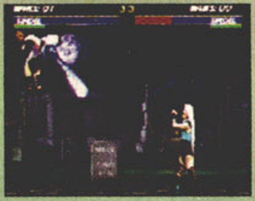
Tap ←, ←, →, HK

Fireball



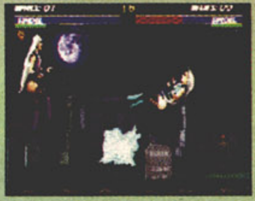
Tap →, →, LP

Air Fireball



Motion ↓ ↘ LP while jumping

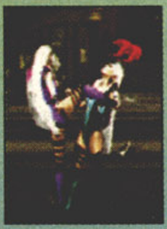
Floating Fireball



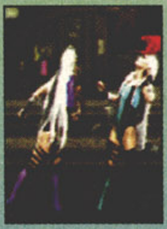
Motion ↓ ↘ LP while floating

Combos

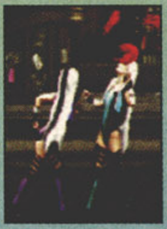
In-Close Combo: 5-Hit (33% Damage)



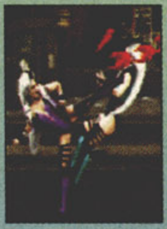
Tap HK



Tap HP twice

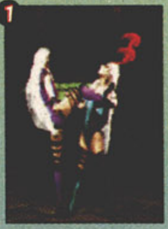


Tap LP

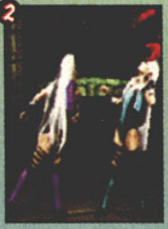


Tap HK

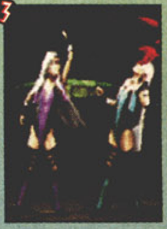
In-Close Air-Juggle Combo: 6-Hit (40% Damage)



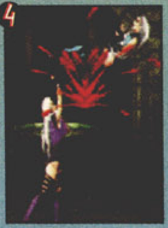
Tap LK



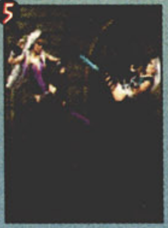
Tap HP



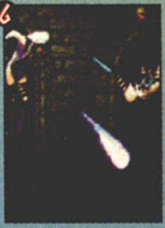
Tap HP



Tap (↓ HP)



Jump kick

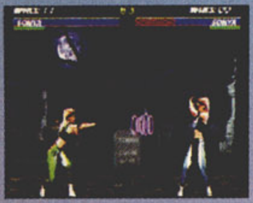


Motion ↓ ↘ LP
while in the air

SONYA

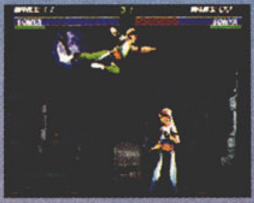
Special Moves

Ring Toss



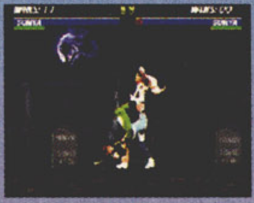
Motion ↓ ↘ → LP

Teleport Punch



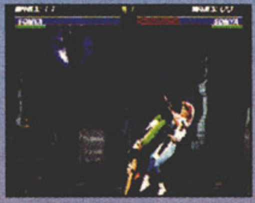
Tap →, ←, HP

Rising Bike Kick



Tap ←, ←, (↓ HK)

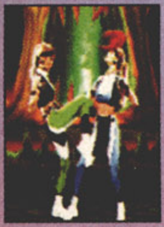
Leg Throw



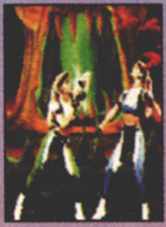
Tap (↓ LP BL)

Combos

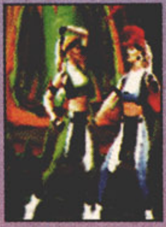
In-Close Combo: 6-Hit (31% Damage)



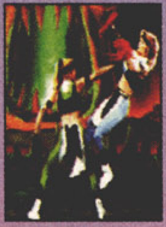
Tap HK twice



Tap HP twice

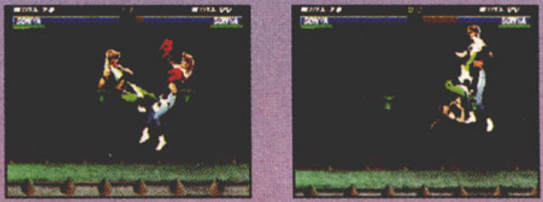


Tap LP



Tap (← HP)

Deep-Kick Rising-Bike Combo: 2-Hit (22% Damage)

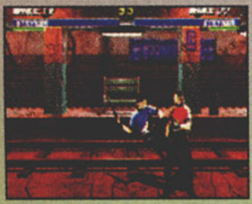


Jump in with a very deep kick, then immediately tap ←, ←, (↓ HK) to get off the Rising Bike Kick.

STRYKER

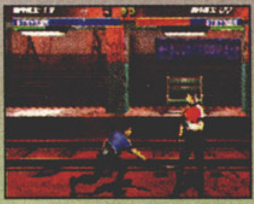
Special Moves

Rushing Throw



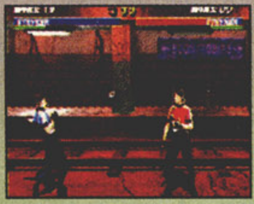
Tap →, →, HK

Baton Takedown



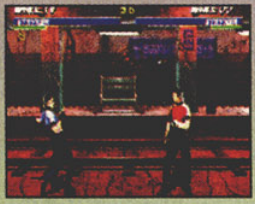
Tap →, ←, LP

Low Grenade



Motion ↓ ↙ ← LP

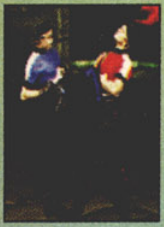
High Grenade



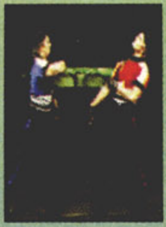
Motion ↓ ↙ ← HP

Combos

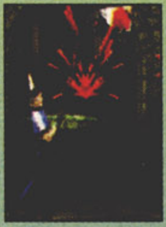
In-Close Combo: 4-Hit (23% Damage)



Tap HK

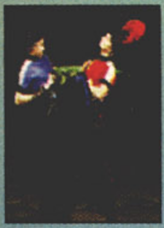


Tap HP twice

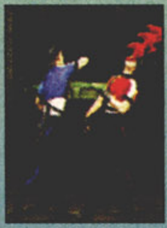


Tap LP

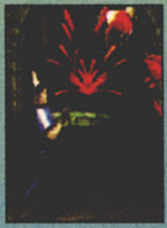
In-Close Rushing-Throw Combo: 6-Hit (45% Damage)



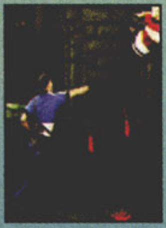
Tap HK



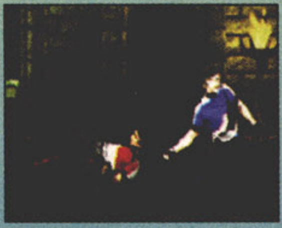
Tap HP twice



Tap LP



Walk in with HP

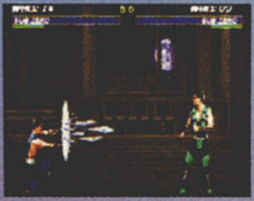


Tap →, →, HK

SUB-ZERO

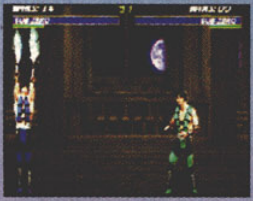
Special Moves

Low Ice



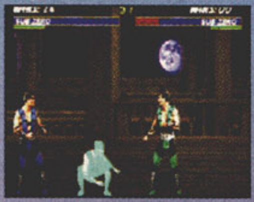
Motion ↓ ↘ → LP

Ice Shower



Motion ↓ ↘ → HP. Motion ↓ ↘ → ← HP for a near Ice Shower. Motion ↓ ↙ ← → HP for a far Ice Shower.

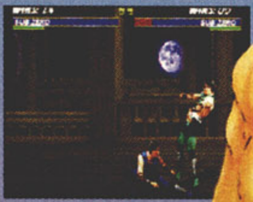
Ice Clone



Motion ↓ ↙ ← LP

Note: This move can be done in the air.

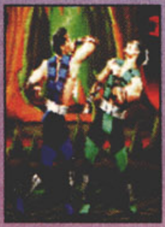
Slide



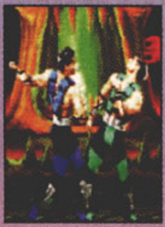
Tap (← LP BL LK)

Combos

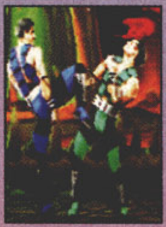
In-Close Combo: 6-Hit (30% Damage)



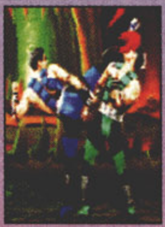
Tap HP twice



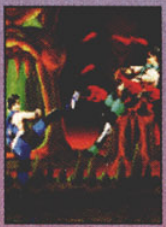
Tap LP



Tap LK

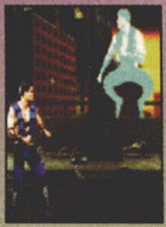


Tap HK

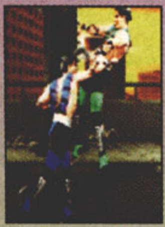


Tap (← HK)

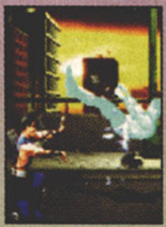
Ice-Shower Combo: 4 Hits (36% Damage)



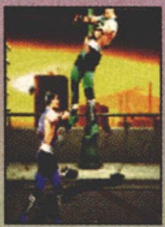
Motion ↓ ↘ → HP



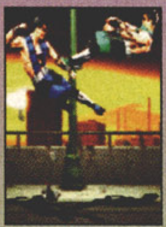
Tap HP



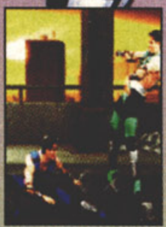
Motion ↓ ↘ → LP



Tap HP



Jump kick



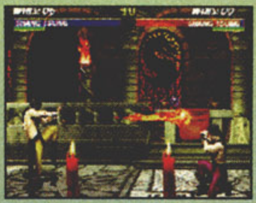
Tap (← LP BL LK)

Note: You must first freeze your opponent in the air to start this combo.

SHANG TSUNG

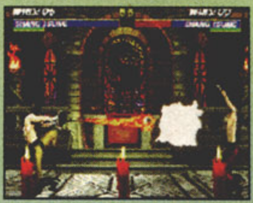
Special Moves

Fireball



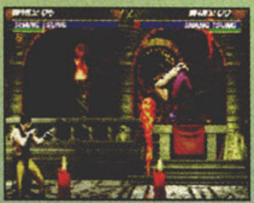
Tap ←, ←, HP

Multiple Fireballs



Tap ←, ←, →, HP for two fireballs. Tap ←, ←, →, →, HP for three fireballs.

Ground Fireballs



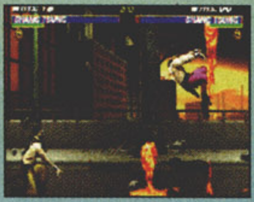
Tap →, →, ←, ←, LK

Combos

In-Close Combo: 5-Hit (27% Damage)

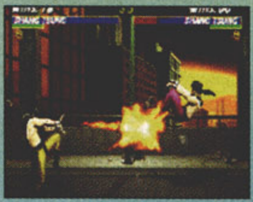
When in close, tap HK, HP twice, LP, (← HK)

Fireball Juggle Combo: 6-Hit (37% Damage)



Tap →, →, ←, ←, LK

Note: Your opponent must be far away to start.



When your opponent starts to fall, tap ←, ←, →, →, HP to juggle them with three horizontal fireballs.

Morphs

Cyrax
Tap BL, BL, BL

Kano
Tap ←, →, BL

Jax
Tap →, →, ↓, LP

Kabal
Tap LP, BL, HK

Kung Lao
Tap RN, RN, BL, RN

Liu Kang
Motion a full circle starting →

Nightwolf
Tap ↑, ↑, ↑

Sektor
Tap ↓, →, ←, RN

Sheeva
Hold LK, tap →, ↓, →, release LK

Sindel
Tap ←, ↓, ←, LK

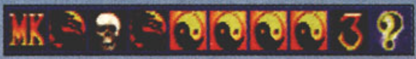
Sonya
Tap ↓, (RN LP BL)

Stryker
Tap →, →, →, HK

Sub-Zero
Tap →, ↓, →, HP

Exclusive

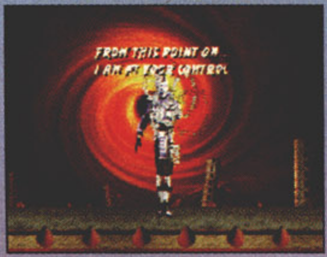
THE ULTIMATE KOMBAT CODE



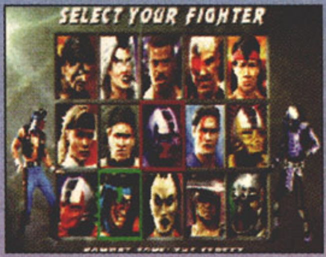
Controller One: Tap HP x 1, BL x 9, HK x 2

Controller Two: Tap HP x 2, LP x 2, BL x 2, LK x 3, HK x 4

Now you can play as Smoke!



After you enter the code, Smoke appears.

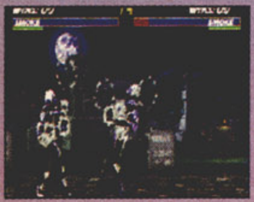


Smoke becomes a permanent fighter in the character lineup.

Note: A default setting inside the game can reset this code.

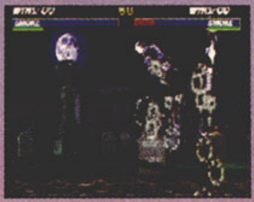
Smoke's Moves

Spear



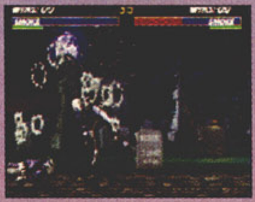
Tap ←, ←, LP

Teleport Uppercut



Tap →, →, LK

Air Throw

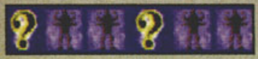


While in the air, hold BL

IMPORTANT NOTE! ***To activate the codes on this page, first perform the taps on Controller One, then do the taps on Controller Two. Codes must be entered on the Versus screen that appears after you pick your characters.***

VERSUS CODES

Unlimited Run

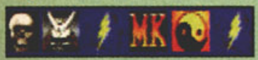


Controller One: Tap LP x 4, BL x 6, LK x 6

Controller Two: Tap LP x 4, BL x 6, LK x 6

The Run button can be used continuously without charging it.

Psycho Kombat

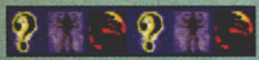


Controller One: Tap LP x 9, BL x 8, LK x 5

Controller Two: Tap LP x 1, BL x 2, LK x 5

Lights flicker off and on while your character randomly morphs.

Randper Kombat

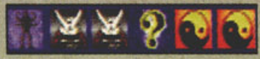


Controller One: Tap LP x 4, BL x 6

Controller Two: Tap LP x 4, BL x 6

Your character randomly morphs during the match.

Dark Kombat

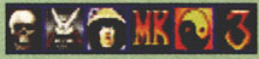


Controller One: Tap LP x 6, BL x 8, LK x 8

Controller Two: Tap LP x 4, BL x 2, LK x 2

You fight in the dark. The lights turn on briefly when you register a hit.

No Life Bars

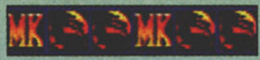


Controller One: Tap LP x 9, BL x 8, LK x 7

Controller Two: Tap LP x 1, BL x 2, LK x 3

Both players' life bars are absent.

Throws Disabled

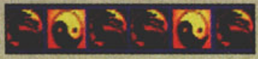


Controller One: Tap LP x 1

Controller Two: Tap LP x 1

You can't throw your opponent during the match.

Blocks Disabled

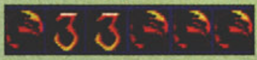


Controller One: Tap BL x 2

Controller Two: Tap BL x 2

Neither player can block during the match.

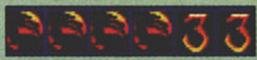
Player One: Half Energy



Controller One: Tap BL x 3, LK x 3

Player One starts the round with only half energy.

Player Two: Half Energy



Controller Two: Tap BL x 3, LK x 3

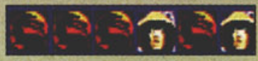
Player Two starts the round with only half energy.

Player One: Quarter Energy

Controller One: Tap LP x 7, LK x 7

Player One starts the round with only one-fourth energy.

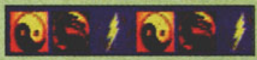
Player Two: Quarter Energy



Controller Two: Tap LP x 7, LK x 7

Player Two starts the round with only one-fourth energy.

Fight Smoke

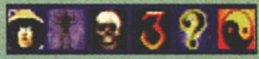


Controller One: Tap LP x 2, LK x 5

Controller Two: Tap LP x 2, LK x 5

The winner of the first round fights Smoke next.

Fight Noob Saibot

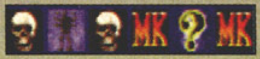


Controller One: Tap LP x 7, BL x 6, LK x 9

Controller Two: Tap LP x 3, BL x 4, LK x 2

The winner of the first round fights Noob Saibot next.

Fight Motaro

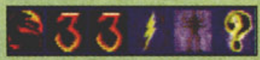


Controller One: Tap LP x 9, BL x 6, LK x 9

Controller Two: Tap LP x 1, BL x 4, LK x 1

The winner of the first round fights Motaro next.

Fight Shao Kahn

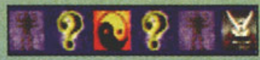


Controller One: Tap BL x 3, LK x 3

Controller Two: Tap LP x 5, BL x 6, LK x 4

The winner of the first round fights Shao Kahn next.

Play Galaga



Controller One: Tap LP x 6, BL x 4, LK x 2

Controller Two: Tap LP x 4, BL x 6, LK x 8

Play a level of Galaga.

GAMEPRO LABS

A Player's Guide to Power Peripherals

By The Lab Rat

Sssh! Here at the lab, we've secretly replaced the Lab Hamster's rock candy with real quartz crystals. Let's see if he notices the difference....Ouch! While we rush him to the dentist, take your time checking out these Sega CD and Atari Jaguar peripherals we've uncovered.

Saved by the Cart

Many of you RPG players with Sega CD units may have encountered problems with the Sega CD's measly 64 kilobytes of internal RAM into which you must squeeze all your saved games. Fret no more! There'll always be room at the inn with the **CD Backup RAM Cart** from **Sega.**

The RAM Cart, which plugs into your Genesis, provides an additional megabyte of storage – 16 times more than the Sega CD currently supports. You can quickly transfer data to and from your system to the backup cart, so you'll never run out of memory slots.

Even better, you can play your saved games on other Sega CD units. At $59.99, however, you could purchase a whole new game, instead of correcting a memory shortage that Sega could have avoided when designing the CD system.

Peripheral

CD Backup RAM Cart

System: Sega CD

Features: With one megabyte of RAM, this cart adds 16 times more storage to the Sega CD's internal memory. And you can transfer saved games from any Sega CD unit to the cart and to other Sega CD systems.

Price: $59.99

Available: Now

Contact: Local toy store

No Litterbox

Looking for ways to enhance your Jaguar's video? Audio? Do you want to link to other Jaguars for multiplayer action? The **CatBox** from **Black Cat Design** will enable Jaguar owners to do it all with one peripheral.

Wrapped in sturdy stainless steel, this hardware plugs directly into the back of the Jag and opens up multiple AV possibilities. Apart from the standard RF, the CatBox adds S-Video, RGB, and Composite Video outputs. For those seeking enhanced sound, this cat toy features standard left and right stereo outputs, two headphone jacks, and volume control.

The CatBox's best feature by far is that it enables Jaguars to connect for multiplayer games. You can connect two systems directly through null modem cables, or you can daisy-chain multiple systems with standard phone wires. Currently, Doom and Aircars are the only games that support Jaguar linkage, but more are in development.

To link two systems to play Doom's Deathmatch and Co-op modes, you'll need the null modem cables, which are sold separately. The cables are a must-have peripheral for Doom fanatics, though, because multiplayer Doom is truly intense.

When we played Doom, though, the game occasionally crashed because of software bugs. The only other drawback to multiplayer gameplaying is that you must know someone else with a Jag, Doom, and a CatBox, all within 100 feet of you.

While this accessory may excite audio- and videophiles, most Jag owners will want it for the networking capability. And with only two networking titles currently available, Jag owners should think hard about exactly what they want from this do-it-all device before investing 70 bucks.

Peripheral

The CatBox

System: Atari Jaguar

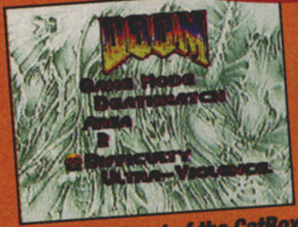
Features: Provides multiple audio and video ports, as well as ports to link Jaguars for multiplayer action in games like Doom and Aircars.

Price: $69.99

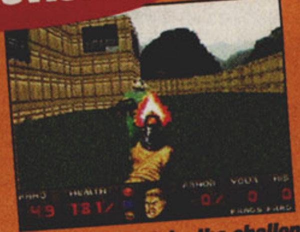
Available: Now

Contact: ICD, 815/968-2228 ext. 222 or e-mail to icdinc@genie.com

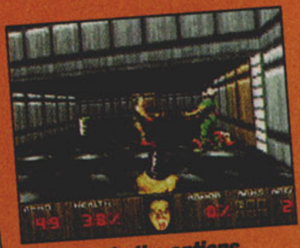
Doom Revisited



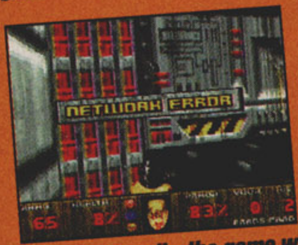
With the advent of the CatBox, players can fully utilize Doom's two-player options.



You can even take the challenge to a new level in the Deathmatch. Without any monsters, it's just you versus Player Two in Doom's dungeons. A dangerous game to say the least.



Not only do the options increase, but the FunFactor explodes when you and a friend are blasting demons side-by-side in the Co-op mode.



But occasionally, the game will end through no fault of your own.

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BUYERS BEWARE

By The Watch Dog

Well, the dog days of summer are back, and consumers are sweltering in the heat this month with complaints about saving games with NBA Jam and more mega moves for WWF Raw. It's going to be a ruff summer.

Q: I have NBA Jam Tournament Edition for the Sega Genesis. When I try to save a game, it's never there when I go back to play it. Even when I play two games straight and use the initials "XXX" and "NBA" to charge up the battery like it says in the manual, it still loses my game. What's going on?

Gabriel Turnbull, Lithonia, GA

Jammed

A: **Juan at Acclaim consumer service states:** A supplement was sent out with the manual that explains how to properly initialize the Auto Stat save feature. To do so, first play two warm-up games. Enter the initials "XXX" for the first game and "NBA" for the second. Play each game to the end, then hit reset at the end of the stats board. Your cart is now initialized and you can save any stats, providing you don't use the initials "XXX" or "NBA."

Q: I own a 32X and when I play NHL '95 for the Genesis on it, the game locks up. I've tried two 32X units and two NHL '95 carts. NHL '95 is a great game – I just wish it worked with the 32X. Games are expensive, and we all should get what we paid for.

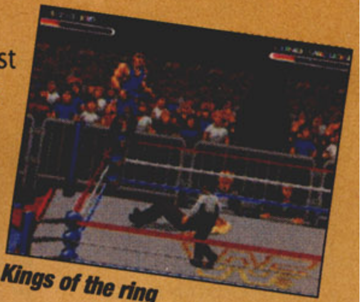
Jason Snowbrick, Fairview Park, OH

A: **An EA product support representative states:** The best remedy is to bypass the 32X and play the game on your Genesis unit. NHL '95 was made and tested before the 32X was released, so we don't know if the 32X is compatible with the game.

A Sega customer support representative states:
Our most common complaint about the 32X is glitchy or erratic screen behavior. It's also the simplest to correct. Nine out of ten times, the problem is caused by wires that have been incorrectly connected. Please follow the instruction manual carefully or call Sega customer support at 415/891-7529.

Q: I just purchased WWF Raw for the Genesis. In your May '95 issue, you published mega moves, but for only seven wrestlers. What are the mega moves for the remaining five wrestlers, and why didn't you print them?

Ryan Morrow, North Wales, PA



Kings of the ring

A: We didn't print the last five wrestler's moves because of space considerations. We have more space now, so here you go!

Note: Hold down Buttons A and B while performing these moves.

Shawn Michaels: Spinning Kick
Down, Right, Right, Button C

Diesel: Power Throw (stand behind stunned opponent)
Left, Down, Down, Right, release Button B

Yokozuna: Cannonball (while on the turnbuckle)
Down, Down, Down, release Button B

The Undertaker: Running Clothesline
Left, Right, Right, release Button A

1-2-3 Kid: Slam (while on the turnbuckle)
Up, Up, Up, release Button A

Q: I just received Vay and Popful Mail for the Sega CD. I have already saved three games, but the memory screen says that I need to format the memory. Formatting means erasing saved games, right? Is there another way around this problem?

Michelle Linda, Van Nuys, CA

A long Vay to go

A: **The Watch Dog growls:** The Sega CD has very limited storage capacity. Many RPGers and other gamers have found that they can't save their progress because the memory is full. Formatting will indeed erase the saved games, but there is a solution – the Back Up Ram Cart sold by Sega. It is featured in this month's "GamePro Labs" section.

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Mystery Word Grid

	H				___
		E			___
P	O	W	E	R	N
	R				___
S					___

MYSTERY WORD

WORD LIST and LETTER CODE chart

POWER ....N	PRESS.......K	BLAST ......A	WRECK .....P
BREAK......Z	PUNCH .....S	SPRAY.......E	TURBO......V
STOMP .....T	STAND .....H	PRESS.......C	DREAM......I
CRUSH.....O	SCORE......R	SLANT L	CHASE......P

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GamePro's

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ROAD 3 RASH

Road Rash 3 Official Players Guide

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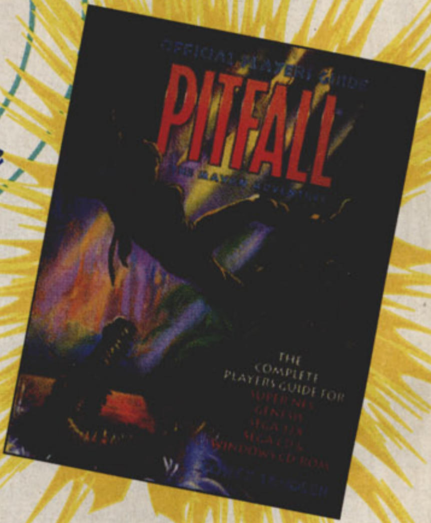
Don't be left in the dirt, scab boy! This book gives you all the inside motorcycling and fighting tips and hints you'll need to beat your friends at Road Rash 3 or Road Rash Sega CD!! Preview all the tracks and get secret cheat codes and passwords while learning tips that will guarantee to make you a better racer.

$13.95 Code: BK-336 Sega, Sega CD, 3DO


OFFICIAL PLAYERS GUIDE
PITFALL
THE COMPLETE PLAYERS GUIDE FOR

Pitfall: The Mayan Adventure Official Players Guide

By Corey Sandler

Time is running out for dear old dad! This exclusive full-color Official Players Guide gives you all the level maps, strategies, and secret codes you'll need to rescue your father from the spirit of an ancient Mayan warrior. With this guide in your adventurer's pack, success is only a sling stone's throw away!

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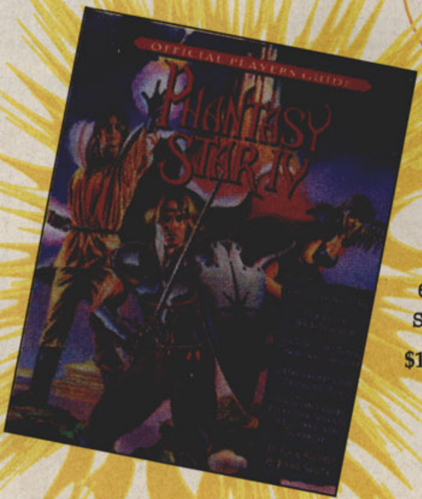
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PHANTASY STAR IV

Phantasy Star IV Official Players Guide

By John Sauer & Rick Raymo

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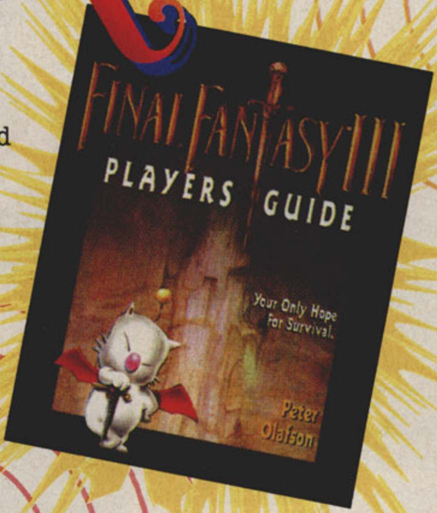
Hot Picks!



Final Fantasy III Players Guide

By Peter Olafson

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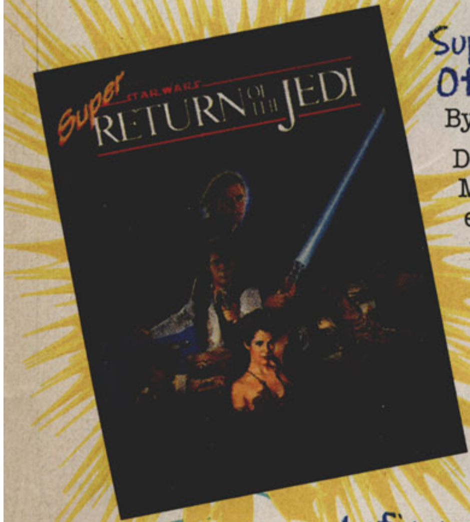
$12.95 Code: BK-317 SNES

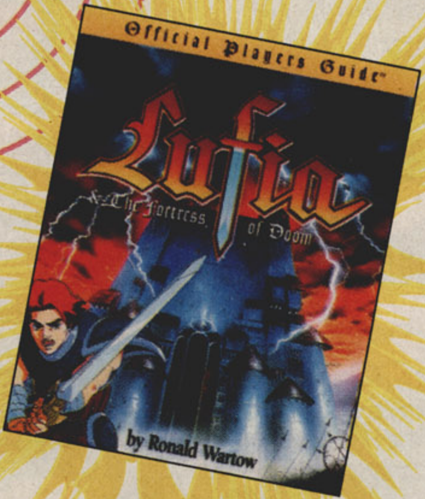


Super Return of the Jedi Official Players Guide

By Tim Rooney

Do you have what it takes to be a Jedi Master? You will with this Official Players Guide! This strategy guide is jam-packed with gaming tips, expert strategies, and a complete walk-through, so you can defeat Darth Vader and the Emperor!

$12.95 Code: BK-328 SNES



Lufia and the Fortress of Doom Official Players Guide

By Ronald Wartow

This strategy guide is packed with navigation tips and survival essentials to get you through Lufia's complex world. Discover all the winning combat strategies, detailed MonsterWatch tables, and hints to help you defeat the Sinistrals and destroy the Fortress of Doom.

$9.95 Code: BK-318 SNES

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9508GP

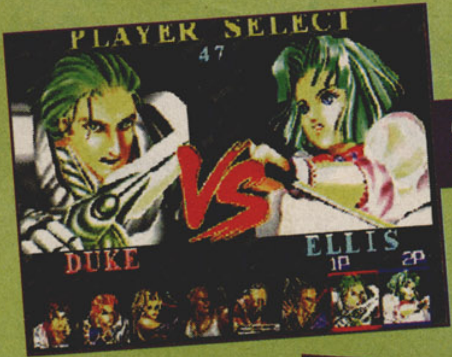
OVERSEAS PROSPECTS

PlayStation

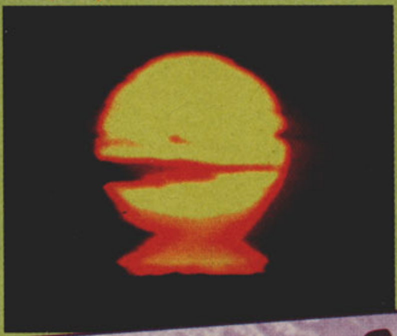
TOH SHIN DEN

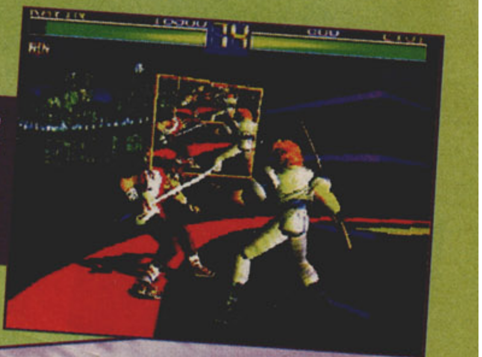
Preview

By Bonehead



Choose from eight fierce fighters.

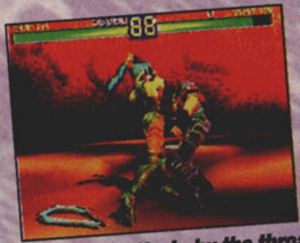




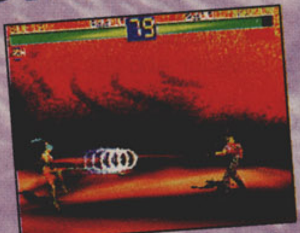
In the stadium, the big TV screen behind the combatants shows their fight.

Battle Arena Toshinden, Sony Computer Entertainment's first fighting game for the PlayStation, is already a proven hit, having conquered Japan last winter when Takara released it under the title Toh Shin Den. Toh Shin Den offers fierce one-on-one combat from eight fighters ranging from the whip-toting Sofia to the young samurai Eiji.

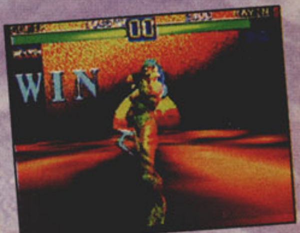
SINISTER SOFIA



Sofia grabs Kayin by the throat and repeatedly slaps him...



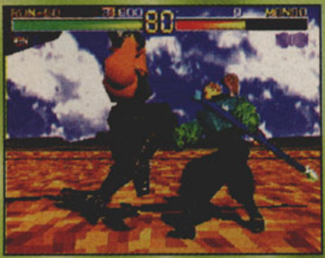
...then executes a projectile attack on him...



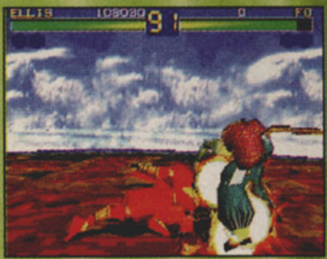
...and poses for pictures after shoving him off a cliff.

Toh Shin Den Tantalizes

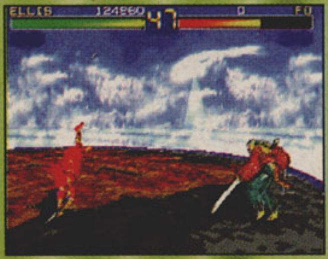
Each fighter displays an impressive range of martial arts moves and combos, and each has their own signature moves. In addition, fighters carry their own unique weapon, sometimes one in each hand. You can sidestep projectiles, cartwheel away from attacks, and shove opponents off cliffs to their doom. Also at your command are last-ditch death moves, which aren't bloody but look very cool. In her death move, Sofia yells out "Call me Queen!" as she spins into you with devastating results.



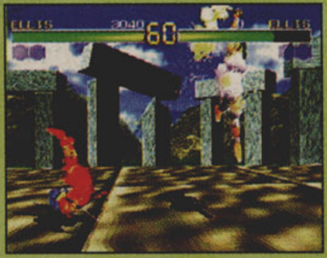
Run-Go stays put as he clubs Mondo into submission.



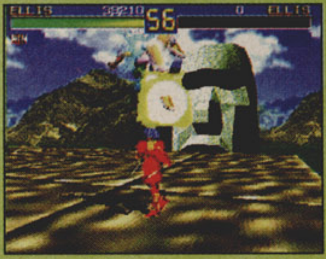
Ellis pulls off a Dragon Punch-style uppercut.



If the heat's too intense, get away from your opponent with a quick evasive cartwheel.



Ellis goes airborne against a Stonehenge-like background.

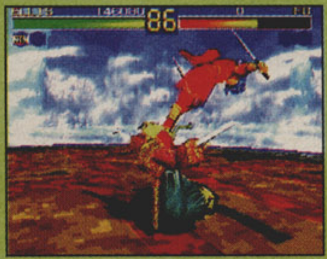


Ellis's stage also features mammoth Easter Island-style stone heads in the background.

Ready, Set, Toh!

Where the game appears ready to dominate is with its striking visuals. A quickly zooming camera whirls you through a vast texture-mapped 3D landscape, giving you a variety of views. The large characters move quickly and with virtually no slowdown, thanks to the PlayStation's ability to crank 360,000 polygons per second. This game should be almost as fun to watch as it is to play.

Anybody who's familiar with SF II should have no problem playing this game immediately. And anybody who loves fighting games should be excited about its imminent arrival. The U.S. game Battle Arena Toshinden will translate into some of the most eagerly awaited two-player fighting of 1995.



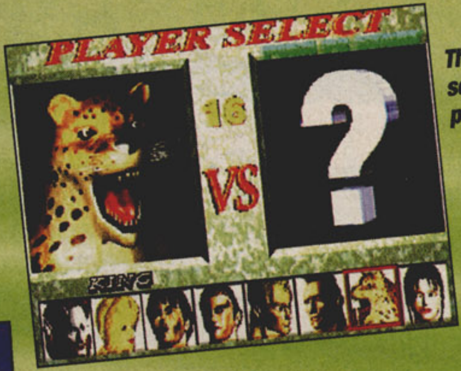
Ellis grabs her opponent, throws him, digs in her knives, and vaults over him.

By Takara
Available Fall '95

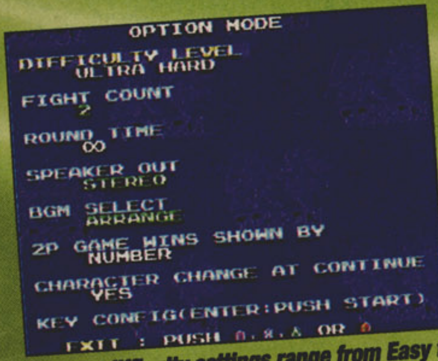
Preview

TEKKEN

Hot from the arcades, Tekken is about to arrive on a PlayStation near you with its arcade moves intact. Early looks at the Japanese version, however, indicate some interesting differences. You start with eight playable characters, including such unique fighters as King, a massive warrior wearing jungle-cat headgear. If you play to the end without losing, you'll find nine more characters. Included in these extra characters is the big boss, Heihachi.

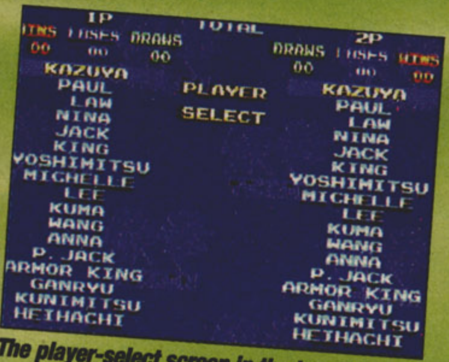


The player-select screen in the one-player Arcade mode



```
OPTION MODE
DIFFICULTY LEVEL
    ULTRA HARD
FIGHT COUNT
    2
ROUND TIME
    ∞
SPEAKER OUT
    STEREO
BGM SELECT
    ARRANGE
2P GAME WINS SHOWN BY
    NUMBER
CHARACTER CHANGE AT CONTINUE
    YES
KEY CONFIG(ENTER:PUSH START)
  EXIT : PUSH ▢.✕.△ OR ○
```

The five difficulty settings range from Easy to Ultra Hard. You can also set the Round Time to Infinity for endless combat.

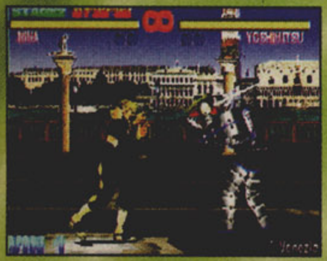


```
     1P            TOTAL                 2P
WINS LOSES DRAWS             DRAWS LOSES WINS
00    00    00                00    00    00
   KAZUYA                          
    PAUL          PLAYER         KAZUYA
     LAW                          PAUL
    NINA          SELECT           LAW
    JACK                          NINA
    KING                          JACK
 YOSHIMITSU                       KING
  MICHELLE                     YOSHIMITSU
     LEE                        MICHELLE
    KUMA                           LEE
    WANG                          KUMA
    ANNA                          WANG
   P. JACK                        ANNA
 ARMOR KING                      P. JACK
   GANRYU                      ARMOR KING
  KUNIMITSU                      GANRYU
  HEIHACHI                      KUNIMITSU
                                 HEIHACHI
```

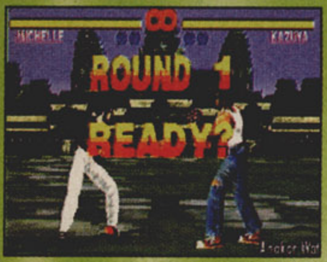
The player-select screen in the two-player mode adds nine more playable fighters and the boss Heinachi.

Taken with Tekken

Early reports on the Japanese version rank the controls very high. Though only one character uses a weapon, the hand-to-hand combat is fast, fun, and easy to pull off.



Backgrounds include the canals of Venice...



...and the temples of Angkor Wat.

Each fighter has a super move that takes a few seconds to perform, but once it lands, it's unblockable and wipes out more than 50 percent of your opponent's health. Tons of grabs, counter grabs, stuns, and combos add up to well-rounded gameplay.

Tekken a Closer Look

The graphics will startle you. The fighters themselves are composed of thousands of quickly moving polygons, while the huge, realistic backgrounds take you to such cities as Angkor Wat, Chicago, and Venice. Subtleties like a setting sun that lengthens shadows add dramatic flair.

At first listen, the sounds are also distinctive. Powerful tunes complement sharp sound effects, some of which bring wicked humor to the fights (when Nina's sparring, you'll hear arm and neck bones cracking in half).

Tekken on the Japanese PlayStation appears to be like Tekken in the arcades: Awesome! Stay tuned for a full ProReview of one of the fall's must-play games. G

By Namco
Available Fall '95

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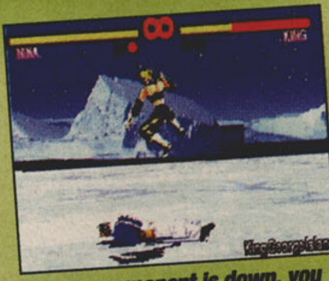
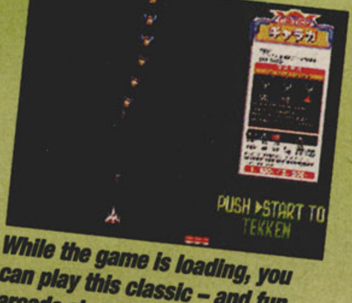
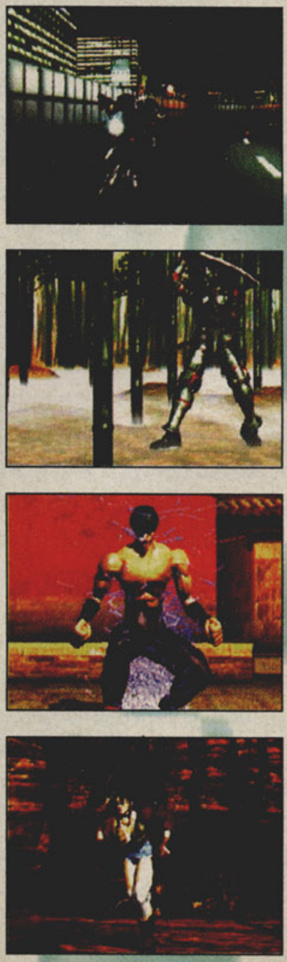


When an opponent is down, you can follow up with special aerial attacks, as Nina is about to do here to the fallen King.



While the game is loading, you can play this classic – and fun – arcade shooter.

COOL CINEMAS!



PRONEWS

Sega Channel, XBand Merge

Combining two recent on-ramps to the information superhighway, **General Instrument**, which produces the **Sega Channel**, and **Catapult Entertainment**, makers of the **XBand** video game modem, have agreed to incorporate the XBand's functionality into the Sega Channel. The Segal Channel pipes games into Genesis hardware over cable TV lines, and the XBand modem enables gamers to compete remotely over telephone lines. As a result of the agreement, the XBand modem will be built into the Sega Channel adapter, so subscribers to the Sega Channel will be able to access the XBand network via their cable TV lines to play with gamers in other locations, send e-mail, and so on.

Lynn Heublein, chief operating officer of Catapult, called the agreement the "wave of the gaming future. It's much closer to where gaming will go than the more expensive next-generation systems." Heublein said the new service will be available in August at a suggested price of $9.95 to $14.95 per month, which covers 20 connections to the XBand network. Out of the approximately 50 games that the Sega Channel offers each month, the top 5 to 10 will be wired for play over the XBand network. A host of tournaments and contests will also be available.

Both companies are also expanding their service in other areas. Residents of Chicago, Maryland, Virginia, West Virginia, and Minnesota can now sign up for the Sega Channel, and a company spokesperson expected that "Los Angeles will be added in the next few months, and New York by the end of the year." Catapult, in turn, is hoping to add access to the World Wide Web (the multimedia listings on the Internet) to its offerings by November. "With the enormous bandwith that cable offers, we should be able to offer the best access [to the Web] in terms of speed," Heublein said.

A Shiny Look for Interplay

Joining the recent rush of mergers and acquisitions among video game companies, **Interplay** announced that it has acquired **Shiny Entertainment**. The news startled the attendees at the Electronic Entertainment Expo in Los Angeles, where the announcement was made, because of Shiny's prestige in the industry. Run by David Perry, Shiny is the young Laguna Beach-based company that created the Earthworm Jim games for the SNES and Genesis.

David Perry and his famous friend, the soon-to-be TV star Earthworm Jim.

"A great milestone" is how Brian Fargo, president of Interplay, described the acquisition during the conference. "Everything that Shiny represents, in terms of quality and culture, Interplay represents." Perry agreed that the two companies would be a good match. "Earthworm Jim 2 is our last 16-bit title. As we were starting to plan 32-bit games, I looked around to see whom we could work with," he told reporters. "Interplay's philosophy is 'By gamers, for gamers,' and that's exactly our philosophy at Shiny. We originally called ourselves Shiny because we wanted to turn out highly polished software, and the synergy with Interplay allows us to do just that."

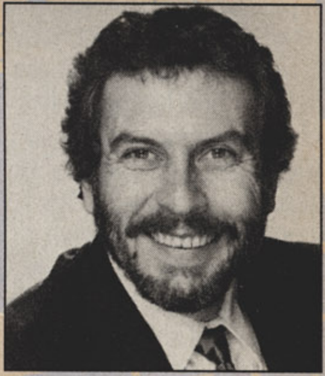
Perry's company was previously courted by both Sega and Nintendo to work exclusively for those companies, "but we've always wanted to cover the whole gaming field," said Perry. Thus Shiny, still operating under that name even though it's now part of Interplay, will be creating games for the Saturn, PlayStation, Ultra 64, and PC. Interplay will not change the way Shiny works, however. "Our goal is not to expand Shiny and make them do 20 games a year," said Fargo. "We're going to let them do what they do best, which is to produce one or two quality games each year."

Shiny will soon be making news in another arena: Saturday-morning TV. **The Warner Bros. TV Network** is bringing a half-hour animated **Earthworm Jim** series to the Saturday-morning cartoon lineup on September 9. Jim's voice will be provided by Dan Castellaneta, who currently does the voice of Homer in *The Simpsons*. Emmy award-winning comedian Andrea Martin, famous for her SCTV characters, will be the voice of Queen Pulsating, Bloated, Festering, Sweaty, Pus-Filled, Malformed, Slug-For-A-Butt.

E2000 in 1995

E2000 may soon be coming to your town. E2000 is the futuristic name of the video game amusement centers that are being created by **Nolan Bushnell**. Bushnell, the inventor of Pong, is credited as being one of the fathers of the video game industry. He's also the mastermind behind the Chuck E. Cheese chain of pizza restaurants. His latest idea appears to be a blend of both previous ideas.

"Chuck E. Cheese on steroids" is how Bushnell describes his latest venture. Video-based rides, theaters, interactive games, and a pizza restaurant will be among the attractions in the centers, the first of which is scheduled to open in Northern California in mid-September. Bushnell expects to open a dozen more E2000s within a year, including one in Las Vegas. Admission is expected to be approximately $5 per hour per person. After hours, the bowling alley-sized buildings will serve as dance clubs.


Nolan Bushnell, the inventor of Pong, moves into the next millenium with his E2000 video game amusement centers.

Contest Winners

The Claws & Webs Sweepstakes has produced the following winners:

Grand Prize

(Spider-Man varsity jacket; Wolverine: Adamantium Rage, Spider-Man, and Maximum Carnage video games; and choice of SNES or Genesis system):

Billy Lee Jr., Coatesville, PA

First Prize

(Wolverine: Adamantium Rage, Spider-Man, and Maximum Carnage video games and choice of SNES or Genesis system):

Tyler Buser, Columbia, IL
James Crane, Nashville, TN
Phillip Espinola, Toronto, Canada
Angelique Harden, Cincinnati, OH
Draeon King, Shreveport, LA

Second Prize

(choice of Wolverine: Adamantium Rage, Spider-Man, or Maximum Carnage video games):

Carlos Avevalo, South Gate, CA
John Fisk, Federal Way, WA
Anthony Galindo, Naples, FL
Chris Larson, Silverdale, WA
Hodan Mohammed, Morgan Hill, CA
Blake Presnal, Carrollton, GA
Dennis Ross, Flint, MI
Jason Ting, Brooklyn, NY
Vincent Waller, Decator, GA
James Washum, Fountain Hills, AZ

Third Prize

(Maximum Carnage comic-book set):

Corey Amo, Franklinville, NY
Omar Ballout, Richmond, VA
Matt Eskel, Soquel, CA
Michael Martin, Germantown, MD
Lollie Mattingly, Sacramento, CA
Paul McCoy, Pleasant Ridge, MI
Jesse Miller, Deptford, NJ
Richard Okimura, Fremont, CA
Joe Perry, Galion, OH
Michael Tatum, Tallahassee, FL
Barbara Wong, New Gardens Hills, NY

Fourth Prize

(one-year subscription to *GamePro* and *SWATPro*):

Johnny Dischwer, Palm Springs, CA
Brendan James, Beaverton, OR
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At the Deadline

Nintendo has signed on another big-name developer for the **Ultra 64**. **Mindscape** is working on **Monster Dunk**, a humorous two-on-two basketball game starring famous monsters, for Nintendo's new system.

Blade Runner fans have something to look forward to: **Virgin Interactive Entertainment** has joined with **The Blade Runner Partnership** to bring out a computer game based on the classic sci-fi film in 1996.

Data East is following in the footsteps of other companies (such as Crystal Dynamics, Interplay, and Accolade) that are shoring up their sports divisions. DE has corralled an exclusive deal with **Blue Sky Sports**, the San Diego-based company that created World Series Baseball and College Football's National Championship for Sega Sports. The first products released under the new deal will be two unnamed baseball and football games that Blue Sky is readying for the Saturn and PlayStation for mid-1996.

Nintendo's planning to launch the **Virtual Boy** this August with a marketing push that involves **Blockbuster** and **NBC**. Because 3D graphics can't be demonstrated in print or on TV, Blockbuster stores around the country will rent VB units with two games (and a coupon for $10 off the purchase of a VB) for $9.99 for two nights. When NBC kicks off its fall season, it will also air 20-second ads to hype the new hardware.

Sega's pushing the **32X** with two new package deals: the 32X Doom Pack and 32X Star Wars Pack. For $169.99, both packs include a 32X, either Doom or Star Wars Arcade, and a $20 rebate coupon that drops the pack's price down to the 32X's original $149 tag. **G**

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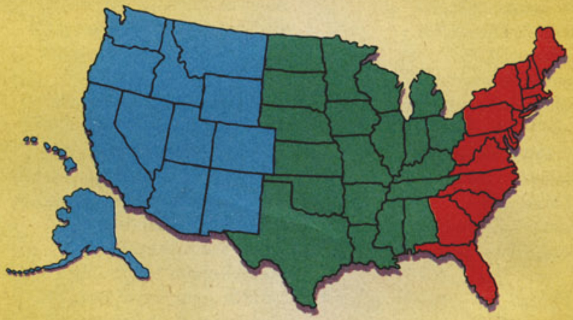

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PS ProPad for Sony PlayStation™
Contoured hand grips, eight fire buttons, semi and hands-free auto-fire, four speeds of auto-fire, three speeds of slow motion, LED indicators, and an extra long cord provide total control over the tough competition.

EclipseStick for Sega Saturn™
This powerful stick — with a sturdy metal base, eight full-size fire buttons, semi and hands-free auto-fire, **programmable** synchro-fire, slow motion, an LED panel, and an extra long cord — brings home all the action of your favorite arcade hits.

L
R
SLOW MOTION
AUTO-FIRE
SELECT
START

PS ProPad for
Sony PlayStation™

AUTO FIRE
A
B
C
X
P

ProPad for
3DO™

ProPad for 3DO™
Six fire buttons, independent control for semi and hands-free auto-fire, three speeds of auto-fire, and an extra long cord make this pad a vital threat to any opponent.

In Total Control!

INTERACT
GAME PRODUCTS

By
STD
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